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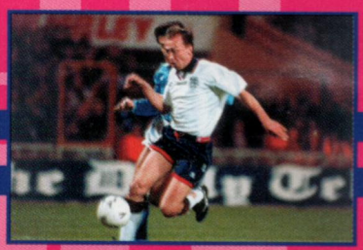

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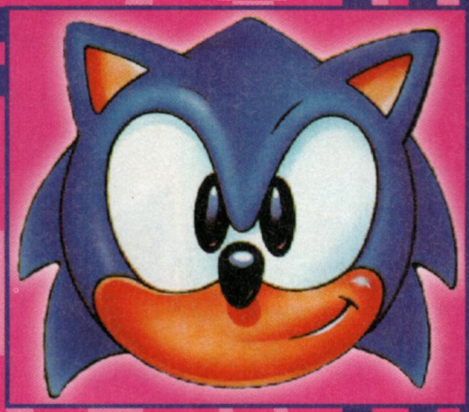

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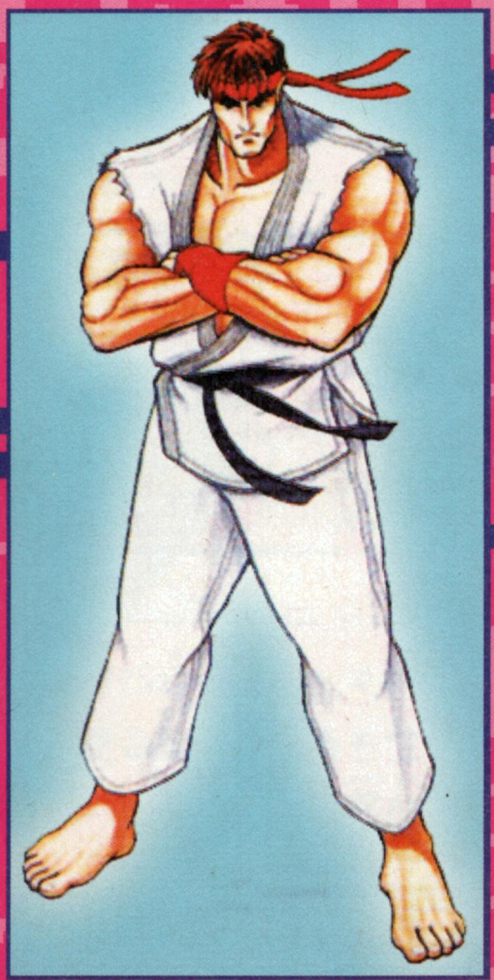

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OVER 150 REVIEWS

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Printed by: BPCC Carlisle.
Distributed by COMAG

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■ The first issue of *Mega Action* and have we got some incredible Mega Drive coverage for you! From reviews to joysticks and competitions to Chupa Chups – look no further!

WORLD NEWS

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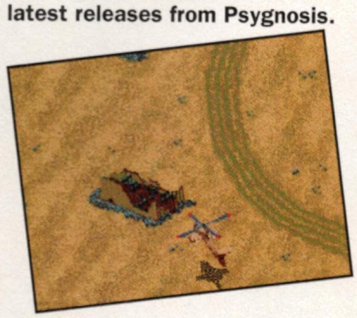
PREVIEWS

12 Take a look into the future at Virgin's Populous 2, Electronic Arts' incredible Jungle Strike as well as Operation Starfi5h and Beastball from Millennium, Jack Nicklaus Power Challenge Golf from Accolade and latest releases from Psygnosis.



JOYSTICKS AND JOYPADS

26 One of the biggest aids to better games playing is a decent joystick or joypad. We've got the very best and the very worst under review so no one escapes unscathed.

FINGERTIP ADD-ONS TESTED

The Mega Drive's best friend has to be a decent joystick or joypad and we've compiled the best and the worst and given them a good thrashing at the toughest of games. If you're into joypads, long sticks, flight yokes, foot pedals or any other medium for controlling your favourite sprites this is where you'll find it. The fingertip add-on get the Mega Action test!

WELCOME

28 Strolling into uncharted waters can be dangerous so we've introduced the team and explained the scoring system.

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WIN A HOLIDAY

36 If you feel you're in need of a break you could win a once-in-a-lifetime holiday and choose the destination in this massive and exclusive competition.

WORLD NEWS

Not only have we the latest UK news but also news from America and Japan. Mega Action scrutinises the new Mega CD 2, Sega's Karioke machine, the Teleplay that allows Mega Drive users to link their machines together as well as all the hottest game development news. Check out LucasArts incredible 3D Star Wars game on the Mega CD and Konami's new Rocket Knight Adventures!

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62 You opinion is important and therefore we've a Mega survey for you to fill out and return. You may win a prize!

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64 If you're stuck for a game look no further than the Mega Library. Here you'll find the latest releases reviewed. Choosing a game need not be a hassle any more. We've even categorised them into their individual genres.

EXCLUSIVE!

MASSIVE FLASHBACK PLAYERS GUIDE

Conrad Hart seems to have a problem with his memory in the epic action adventure game Flashback. Fortunately, *Mega Action* have come to the rescue with the first part of a massive, two part player's guide brimming with full colour maps from the game and tips to speed up his memory recap.

MEGA REVIEWS

For the very latest game reviews Mega Action has them all! The amount of reviews in this issue is proof of the fact that the Mega Drive is going from strength to strength!

Batman 32
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WORLD N

■ For the hottest and very latest Mega Drive news form the UK, USA and Japan you've come to the right place. Take a look into the future and find out just what will soon be avialable for you and your Mega Drive and Mega CD...

UK UPDATE

HE GOES LIKE A ROCKET

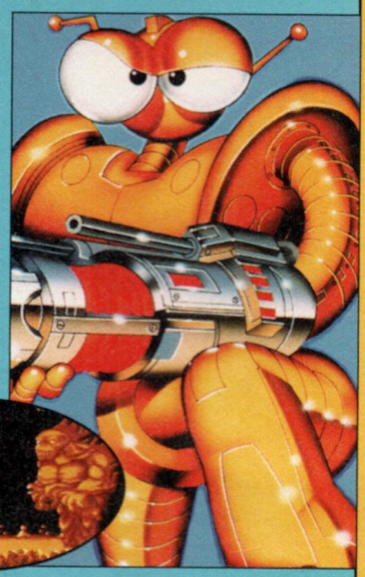
Not a great deal is known about Rocket knight Adventures from Konami, but if the hype is anything to go by it's going to be a biggy. Konami are pushing the product as their best to date and with the excellent Tiny Toons Adventures behind them we could be in for quite a treat.

Unfortunately, all we could steal from Konami was this piccy of the main guy dressed in his rocket equipment and no doubt ready to blow plenty of aliens into oblivion.

No release date or price as of yet but you can know that it's on its way. We'll keep you informed of any future developments.

Rocket Knight Adventures from Konami features this cutesy fellow who looks set to become quite a celebrity

B.O.B FIGHTS BACK



Available in July, B.O.B is the coolest alien android with a hot date in his diary. Unfortunately, B.O.B's date to be lives on the other side of the galaxy. Thus begins an incredible fight to get across the space and to his beloved girlfriend.

Basically made up of platform and puzzle elements, B.O.B features some incredible graphics although we have yet to see the finished product.

The game itself is made up of three worlds each containing over 45 levels and will be available from Electronic Arts, price to be announced. Hopefully, we'll have a full preview for you next month.

BREAKING THE MOULD

GameBreaker is the latest and best computer entertainment video. A bi-monthly feature, Game Breaker issue 1 features over 25 Sega and Nintendo (who?) games including Alien 3, Streetfighter II, Crueball, Mega Lo Mania and many more.

Each video is packed full to the brim with news, reviews, previews and masses of cheats and tips. GameBreaker issue 1 is available now from all good video retailers, runs for just over an hour and is amazingly priced at £6.99 — a real bargain you'll agree.

JVC BEEFS UP ON CD

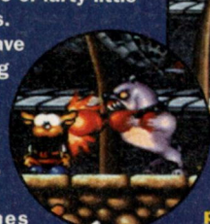
As far as Mega CD software goes JVC seem to have all the best releases. The much heralded Secret of Monkey Island from Lucasfilm is set for release late Summer and could feature voice overs from real actors and maybe even the iMUSE system developed by Lucasfilm. With Secret of Monkey Island already praised as one of the best adventures ever, it can only get better on CD

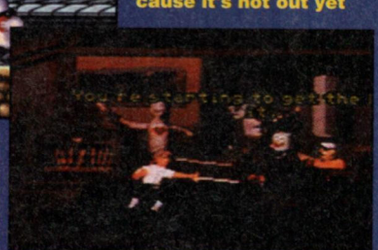
Second up is Wonder Dog, due for the same release time, who comes from the planet K-9, a world full of peaceful and loving dogs! Unfortunately, nearby lies the planet of Pitbull, a violent race of farty little dogs with ugly features.

Scientists on K-9 have developed a super dog to defeat the Pitbullies. Sadly, the invaders have begun their attack and K-9 is still only a puppy!

Expect these games within the next two months.

Poor old K-9 has a definite disadvantage against those Pitbully types. Only you can save him and his planet full of peace-loving canines — but you'll have to wait 'cause it's not out yet





Follow Guy Threepwood's adventures on Monkey Island as he attempts to become a fully fledged pirate. This could be the CD release of the year

EWS

MD RECEIVES COMPANION

Nintendo has one, the Turbo Duo and even the FM Marty has one. A mouse. A mouse is more widely accepted as being one of those things on a cord hanging around serious computers, you know the ones with disk thingies.

Sega have now released their own little offering and in keeping with Mega 2 design it looks a proper little teardrop affair.

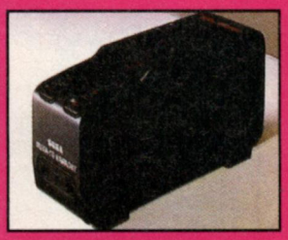
Fitting snugly in the ball of your hand, this two button icon manipulator will allow paint packages and games like Lemmings or adventure scenarios to be accurately played.

You can expect to see the little rodent in your local Import dealer very soon.

I DID IT... THEIR WAY.

Oh no! It's finally happened. That excuse for giving the Local a three mile radius has found a way of connecting itself to the Mega Drive.

Laser Karoke has been an overnight success in Europe and even though its image is not quite the same as the Japanese perception it still packs 'em in at the Rose and Crown.



The Sega device has been developed by Panasonic, the leaders in Laser Karoke technology. Featuring assignable echo and depth for up to two mics as well as a whole bundle of CDs featuring Madonna, Old Blue Eyes and the irreplaceable George Michael you will be forever just doing it 'your way' (groan). You may even be suprised at the result and become instantly famous and make loads of money.

Dressed in a sleek, sexy black design, this one-step-to-death-by-neighbours will be a big hit with the Rising Sun stars of the bar. Failing that your birthdays will never be the same again. Whatever will the Japanese come up with next?

JAP UPDATE

Mega Drive morphing

Rumoured a while ago but never confirmed, the Mega Drive 2 has finally been unveiled. Suffering from a drastic re-design the unit now closely resembles the competition, especially the Super Nintendo and the Turbo Duo which are its world wide adversaries.

The new unit is based around the Mega CD 2 device and allows the Mega Drive to slide in along side making a change from the usual "piggyback" orientation favoured by others.

Despite its vast physical difference the new CD unit will gladly accept the original Mega Drive (1) console without any problems.

The Mega CD 2, which Sega now pin their hopes on has many new advanced chips inside which have, as yet not been fully exploited. Don't panic if you just shelled out for the British CD unit as these internals are exactly the same.

The Mega Drive 2 also has no internal differences to previous releases, the clock speed and chips already present are yet to reach their true potential by the programmers according to Sega who now see the Mega Drive future very rosy indeed.

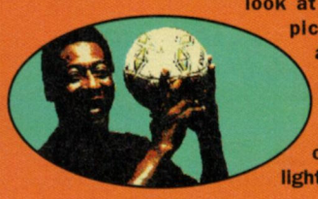
The Mega Drive 2 has adopted those ravishing looks associated with the SNES and Turbo Duo. The Mega CD slides alongside the Mega Drive avoiding the piggyback approach

NEWS FLASH

ACCOLADE SCORES!

Go on, name the best soccer player ever. Ha! Our thoughts exactly. Pele. Pele was the best and in our eyes always will be the most skilful and entertaining football player in the world.

Now, we admit he was well before our time but we have yet to see the English contingent producing such a star of this calibre. Accolade therefore get high on our list of nice people by sneaking us a quick look at Pele Soccer. Containing digitised pictures of real players and using a 3D asymmetric view, this promises to be the soccer release to watch out for. Although the game isn't finished yet what we saw was pretty damn impressive. There is only one problem — Pele Soccer will not see the light of day until early '94.



I know the characters look like ghosts but as this game is half a year off completion this is what you get. The speed is quite astounding and we are assured that the crowd will be louder than ever before

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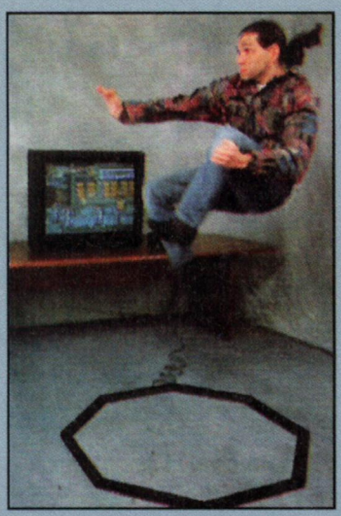


The Activator is a device that allows the user to actually act on the movements of the game he or she is playing. This means that you can play Streetfighter II and instead of using the control pad you can actually perform the moves yourself as demonstrated by the very strange chap to the left. What a wally! Anyone walking by the window will probably call the police so this kind of activity should be kept quite till after dark. Whatever the case, the Activator looks like good fun

THE ACTIVATOR

Bridging the gap between the screen and reality this unit is pitched at being the ultimate interactive controller. Plugging into the joystick port, the Activator consists of eight interlocking, infrared modules that track the body movement within a ring area.

The player is able to actually perform the necessary punches, kicks and blocks required to defeat enemies in games such as the popular Streets of Rage or the much awaited Streetfighter II.

The device will appear in Japan and America from Sega mid September and is expected to cost around $70 or $80 (£50-£60).

VIRTUA HEADSET

A full colour, virtual reality headset will finally hit the console world around the end of this year. This Sega design is a lightweight unit worn like glasses and features 360 degree stereo-optic vision of the game in progress.

No price has been set but if it lives up to all expectations then Sega will no doubt increase their grip on the European Game market. Hopefully we'll have some pictures for you in the next issue of Mega Action.

THE REBEL ASSAULT

Buckle up because LucasArts Entertainment, a division of LucasFilms is developing Rebel Assault, an intense arcade action game with 15 levels of flying and fighting on the Mega CD.

Rebel Assault closely follows the technicalities of the Star Wars films and in particular the exploits of Rebel aircrews. The player can choose to fly a T16 Skyhopper, X-Wing Fighter and A-Wing Fighter in a variety of challenging piloting, targeting and combat scenarios.

Game visuals look astoundingly realistic if the screenshots are anything to go by and the actual fighters have been rendered using advanced 3D modelling techniques. Sound also promises much with full speech throughout, digitised movie sound effects and full-motion video cut scenes inspired by the Star Wars movie.

Expect to see Rebel Assault late this year on Mega CD. In the meantime, fantasise over these incredible screenshots...

Tie Fighters approaching. Watch your back and those fighters because Darth Vader might just be flying tonight. His henchman act as cannon fodder

It's straight into battle in Rebel Assault from LucasArts, a division of LucasFilms responsible for the Star Wars and Indiana Jones movies

The Tie Fighter is no match for the superior X-Wing, but the Imperial pilots are good and the rebel pilots inexperienced. You can choose to fly a T16 Skyhopper, X-Wing Fighter or even the A-Wing featured in Return of the Jedi

US UPDATE

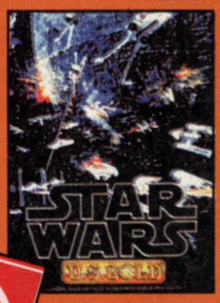
THE FORCE IS WITH YOU

The one we've all been waiting for should soon be with us. Star Wars, from US Gold, keeps close to the plot of the first in the three motion pictures.

Taking control of Luke Skywalker, and later Han Solo it is your mission to rescue the kidnapped Princess Leia who has been stolen away by the evil Darth Vader and his henchmen.

The expected release was to be June but due to certain problems this date looks set to be put back a while. We'll keep you posted as the news comes in!

The Star Wars aura is about to take control of your Mega Drive. Can you defeat Darth Vader and save Princess Leia?



VIRGIN SOLDIERS

Mega Action would like to take time out to thank Danielle Woodyatt, previously of US Gold and now at Virgin games for her unending support for all the magazines throughout the years of her reign as 'Top PR Girly in the World'. We wish her the best of luck at her new appointment with Virgin. We never did believe her. Best of luck, Danielle.

SEGA LINKED

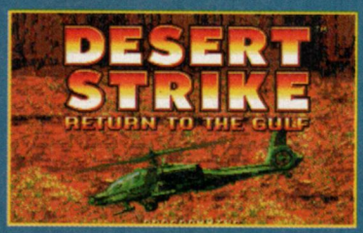
The Teleplay System developed by Baton, allows you to play head-to-head on your Mega Drive against a friend in a different location. Available only in the States at present, it could rear its head in the UK next year

The latest gadget for Mega Drive owners in the States is the Teleplay System developed by Baton. The device allows you to link your Mega Drive to another one in a different location much like a modem connection.

Using the latest telecommunication developments, the Teleplay has just become available in the States along with a free head-to-head game called Terran Wars. Whether the unit will go on sale in the UK is yet to be seen but it is certainly food for thought.

GALLUP CHART

In order to keep you informed of what games are making the biggest impact on the streets we will be printing the official Gallup Charts every month just for you. From here you can see exactly which games are selling, which ones are falling and those that can't make up their minds what to do and keep disappearing and then re-appearing. Let's find out what the top 20 Mega Drive titles on the streets are...



Desert Strike

Well, who would have guessed it, Electronic Arts are holding the number one position in the Gallup Charts with PGA Tour Golf 2, closely followed by Sega's Streets of Rage 2. The Lemmings crash in at number 6 and look to be the best bet to topple PGA. The incredible Desert Strike is still firing with all guns at number 9 although it has slipped two places from last month. Like the undefeatable Terminator character, the game Terminator 2 from Flying Edge just keeps on coming back.

Anyway, that's the rundown for this month but look out for a possible suprise in next month's issue — Lemmings could hit the number 1 spot! See ya next month...

PGA Tour Golf 2

☆ New entry ★ Re - entry

This month's position	Last month's position	TITLE	PUBLISHER	RRP
1	1	PGA Tour Golf 2	Electronic Arts	39.99
2	2	Streets of Rage 2	Sega	44.99
3	5	Ecco	Sega	39.99
4	3	Road Rash 2	Electronic Arts	39.99
5	4	Sonic the Hedgehog 2	Sega	39.99
6	☆	Lemmings	Sega	39.99
7	★	European Club Soccer	Virgin	39.99
8	6	Mickey and Donald	Sega	39.99
9	7	Desert Strike	Electronic Arts	39.99
10	☆	Golden Axe 2	Sega	19.99
11	★	NHLPA Hockey 93	Electronic Arts	39.99
12	☆	Toe Jam and Earl	Sega	19.99
13	8	Alex Kidd Enchanted Castle	Sega	19.99
14	10	Tazmania	Sega	39.99
15	★	Super Hang-On	Sega	19.99
16	☆	Moonwalker	Sega	19.99
17	★	Speedball 2	Virgin	34.99
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19	☆	Super Thunderblade	Sega	19.99
20	★	Terminator 2	Flying Edge	39.99

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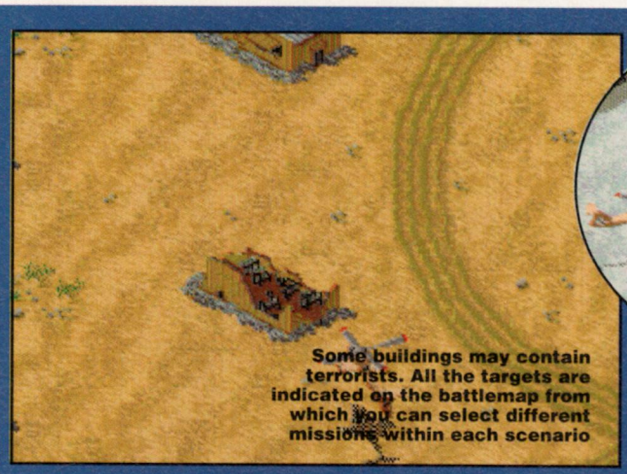
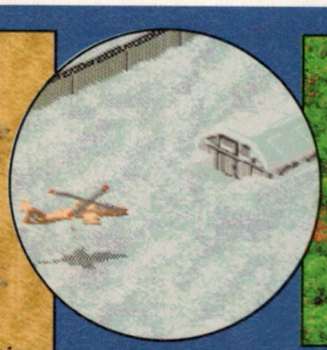
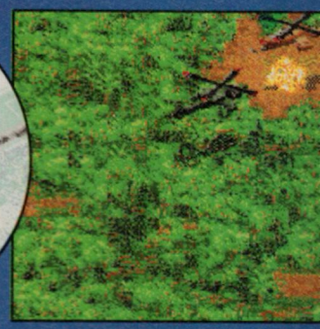
The helicopter war has taken to the jungle!



Some buildings may contain terrorists. All the targets are indicated on the battlemap from which you can select different missions within each scenario

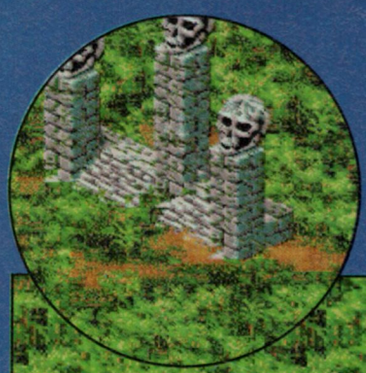




Spotting targets in the jungle is even more difficult than in the snow. The enemy camouflage well against trees. Call up the battlemap, locate the enemy's position and then blow him away

JUNGLE

Don your flight suit and goggles 'cause the most eagerly awaited sequel ever is soon to land near you. The helicopter war has now taken to the jungle but can Jungle Strike better upon its predecessor, Desert Strike? Let's find out...



When Desert Strike from Electronic Arts first hit the Mega Drive everyone seemed to go crazy for it. It was an instant success, quite a surprise considering its pretty basic plot and implementation. So what stood it out from the rest of its kind? Let's take a step back in time...

The Stealth Fighter is found within the jungle very well camouflaged. To take off in the Stealth you must land the Comanche on the heli-pad and transfer the pilot into the Stealth. Now head out into those jungle wastes and kick some ass!

Desert Strike catered for both strategists and shoot 'em-up fans alike. While the strategists could plan their missions and attack style, the shoot 'em-up addicts could pile straight in, guns blazing. The ingredients that make up a hit game were perfectly balanced. Graphically it was stunning, sonically it was astounding and it played like Beethoven at the Albert Hall.

So what could a sequel possible have to offer? Well, before we start I think we need to set the scene...

For those of you who don't remember Desert Strike, and if you don't you should be hung, drawn and then slowly marinated in Gin, you took the role of a lone Apache pilot with a mission to take out the mad military dictator General Kilbaba. The action took place over an isometric battlefield with different targets ranging from tanks to gun emplacements and infantry.

In Jungle Strike, General Kilbaba is dead but his son has enlisted the aid of a powerful South American drug baron and controller of the Worlds largest private army. Together, the two SNES owning gits plan to construct a nuclear arsenal and destroy Washington DC. This is where you come in. Dragged from your retirement bed you have been reassigned to a brand new Comanche helicopter, which is faster and more heavily armoured than the Apache.

There are nine campaigns that make up Jungle Strike and these include rescuing hostages, recovering stolen nuclear weapons, capturing enemy commanders and eluding and neutralising the drug baron's private army. Pretty difficult you'll agree.

One of the tasks you wil be required to complete is the rescuing of hostages. This one has been stranded on an island, surrounded by ocean

STRIKE

Each of the nine campaigns comes with its own terrain and weather conditions. Be prepared to encounter tropical rainforests, desolate snowfields and tropical islands surrounded by ocean.

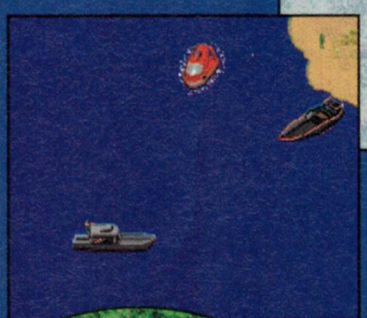
Now, where Jungle Strike really differs from Desert Strike is in the amount of different military vehicles that can be controlled. Not only have you the Comanche at your disposal but a hovercraft, Stealth Fighter and even a Special Forces motorcycle. These are all reached through the Comanche with landing pads nearby. Land your helicopter on the pad and a tiny 'you' will leap out and run across to the new vehicle, climb inside it and then take off.

With all this added military hardware you may imagine Jungle Strike to be somewhat of a breeze. However, you are gravely mistaken 'cause Electronic Arts have filled the game with new and tougher baddies as well as night missions. Enemy hardware consists of Apache helicopters, tanks, anti-aircraft artillery, towers and lashings of ginger beer...er infantrymen!

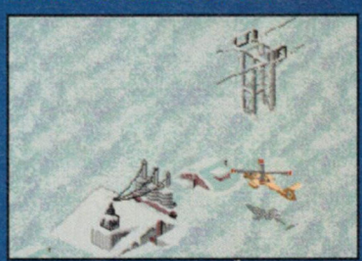
If you thought Desert Strike was cool, and if you didn't you must have recently come from Uranus, you'll simply go mad over Jungle Strike.

In Desert Strike the pilot could not see the underground bases. Now underground buildings are indicated by a cutaway view

Graphically, Jungle Strike is far superior to Desert Strike with some of the most realistic and attractive visuals ever seen



At certain times you will need to transfer from the Comanche to the hovercraft. Some area are inaccessible and progress can only be made across water



Tanks are very well camouflaged in the snow terrain so you'll need to keep your eyes peeled constantly. As soon as you see the flash of fire incinerate the area from which it came — you're guaranteed a kill

MEGA VIEW

Well, what can one say about an already proven formulae? Jungle Strike is going to be absolutely huge. Graphically it's gorgeous, sonically it's superb and it's so addictive it could make you extremely anti-social. There's something for everyone in Jungle Strike - strategy, shooting and a lot of blood 'n guts. This is what the Mega Drive was made for and Electronic Arts have done us proud. You can't afford to miss this. Keep up the good work Electronic Arts ■ ***STEVE***

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COMING SOON FROM PSYGNOSIS

Psygnosis are best known for the highly successful Lemmings which is available on nearly all formats. Now, the Liverpool-based software house are continuing their high quality productivity with two new gems ripening for your Mega Drive.

WIZ 'N' LIZ

Wiz 'n' Liz, is a non-violent, ultra-fast collect 'em up where the players must collect the Wabbits and save them from certain death. When a Wabbit is collected it leaves letters, fruits and all kinds of scrummy goodies for you to collect. The player must then race back to his or her house before the time limit is up and mix the collected fruits and the like to concoct spells. If you haven't already guessed, Wiz 'n' Liz are wizards!

There are three stages at which the player can compete - apprentice, wizard or sorcerer. The apprentice game consists of 8 levels and a single end-of-level baddy. The game is relatively simple and the map fairly basic. Wizard level is slightly harder with 16 levels, 2 end-of-level baddies and a much stiffer challenge, although the rewards are greater. And then there's Sorcerer level (ulp!) which is the hardest of all consisting of 32 levels and goodness knows what else.

The action moves at a frightening pace, even in two-player mode and could rate as one of the fastest scrolling games around on the Mega Drive, although we'll have to wait for Pond III. However, 360 pixels per seconds can't be sniffed at!

These Wabbits have not had their Weetabix and are, therefore potential cannon fodder to those who may have ideas of total world domination. Guess who? The evil ones!

The action takes place over several Lemmings-style levels each with individual scenery and inhabitants although these may be difficult to see due to the incredible speed of the scrolling — 360 pixels per second

Returning to sprite based graphics, our hero's spacecraft skims over the water of this new land before crashing on an island

Fortunately, Puggsy has a map of the entire land aiding him around

PUGGSY

Well, what can you say? Puggsy is a small, orange alien who has crash landed his spacecraft on an unidentified planet. Things gradually get worse with Puggsy's spacecraft being stolen by the inhabitants of this strange world. Yawn!

Puggsy has decided to reclaim his ship but must negotiate his way through some of the most hazardous locations ever devised. Things aren't made any easier by the inhabitants who keep constantly moving it to different locations.

Each location visited is bound to dumbfound and puzzle poor old Puggsy but there are plenty of clues and goodies to keep him going. He must move around the world using his map and his beliefs as to the location of his ship. With more than 17 different environments to complete this could take some time.

There are collectable objects littered all over the play area and Puggsy can collect them all. He can use them in many ways such as this beer stein which he can throw over enemies

MEGA VIEW

It's good to see a Psygnosis' consistently high quality being applied to the Mega Drive. Both games are of a very high quality indeed although Puggsy seems to have more long-term appeal. Wiz 'n' Liz looks to be good fun but doesn't appear to have the addictiveness that Puggsy seems to have claimed. It is incredibly fast without a doubt! ■ *WHITEY*

WIZ 'N' LIZ

RELEASE: AUTUMN **PRICE:** £TBA

PUGGSY

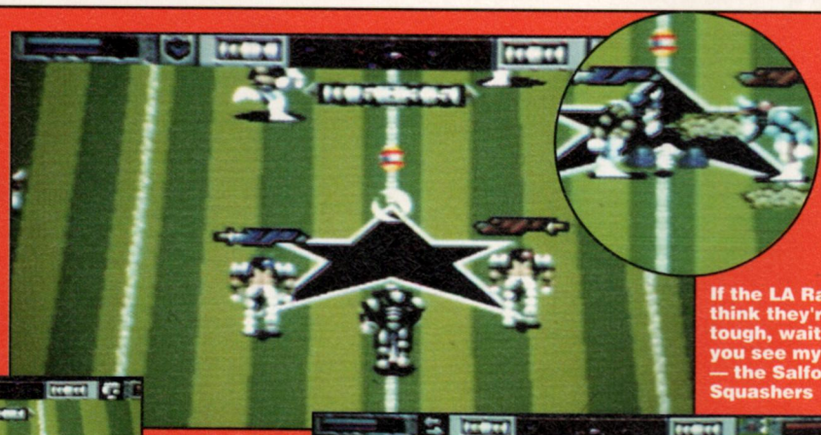
RELEASE: SEPTEMBER **PRICE:** £TBA

BEASTBALL

Towards the end of the 22nd centur, unemployment is at an all time high and hundreds of TV channels compete in the ratings war. The only way to secure viewers it seems is to spend loads of money on producing high quality programmes. The result is Beastball, a variation on American Football.

The main object of the conventional game is to get points on the board but Beastball uses all sorts of weird and wacky rules in order to create a far more exciting and violent game. Don't be coy when tackling an opponent for the ball, simply try and do as much damage as possible and do whatever you can to hospitalise or, better still kill your opponent.

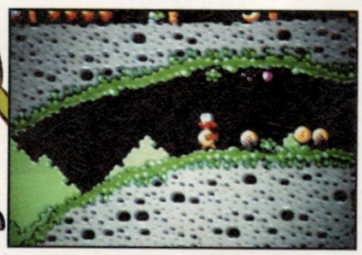
The best offering from Beastball comes from the option to edit your teams DNA and in turn create your very own beast with tentacles, horns and even extra legs! Imagine the playability of John Madden 93 coupled with the violence and gore of Splatter House 3. I'm sure you'll agree the idea is frightening enough in itself although we'll have to wait and see how well it's executed in the final cartridge before we make our minds up. Expect a touchdown late November, early December.



If the LA Raiders think they're tough, wait till you see my team — the Salford Squashers

Beastball should appeal to both John Madden and Streets of Rage fanatics. Expect strategy with violence

COMING SOON FROM MILLENNIUM



■ Millennium, renowned for good quality code continue the antics of their fishy agent, James Pond in Operation Starfi5h while battling it out with mutant hordes on the grassy plains of the Beastball playing field

OPERATION STARFI5H

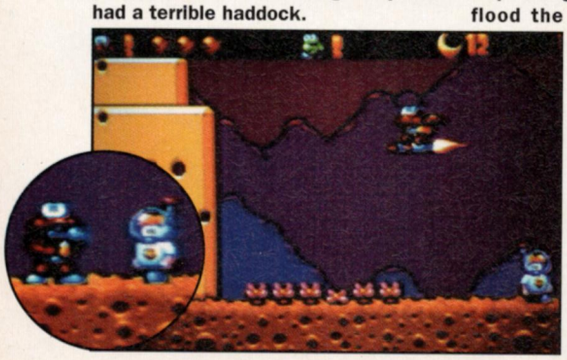
Operation Starfi5h follows the same format as the timeless classic Robocod. After our fishy agent's last mission he was granted some time off but shortly after received a message asking him to return to his HQ. James knew something fishy was going on. He was feeling dizzy and had a terrible haddock.

It appears Doctor Maybe is up to his old tricks once again. This time round, the bad guy has landed on the moon and has started to mine its main mineral - moon cheese!

The Earth's dairy trade is sent into bedlam as the stock markets crash, expecting an influx of cheese to flood the market — a catasrophe with potentially epic consequences!

Several new additions are to be made to this almost flawless looking game. Finnius Frog, a special agent in training, joins our pal.

You should be able to fish out a copy of Operation Starfi5h during September but expect a review well before then.



MEGA VIEW

The Megadrive can look forward to a seriously long life and an extremely bright future if software houses like Millennium continue to develop slick professional games. With the popularity of James Pond and the classic fun of Beastball, before long there may even be a Robocod 4 in development! Whatever the case, the future looks good. ■ *BRAD*

BEASTBALL

RELEASE: NOV/DEC **PRICE:** £TBA

OPERATION STARFI5H

RELEASE: SEPTEMBER **PRICE:** £TBA

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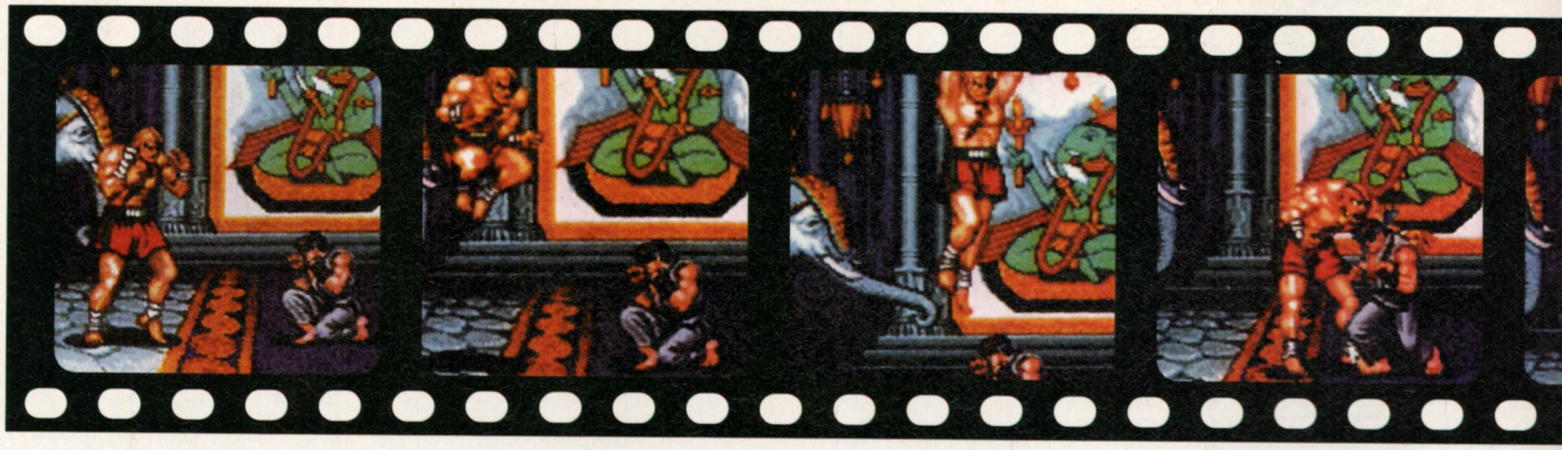


STREETFIGHT
CHAMPIONSHIP EDITION

All over the world the arcade industry was suffering. Almost every possible type of game had been explored and the millions piled into research seemed ill-fated. Then it happened — a simple game with an, as yet unprecedented difficulty of button manipulation. Streetfighter had finally touched down!

It became an over-night success and queues appeared to play this amazing two player combat experience. Books were written on the special moves and statistics of each character began appearing in

all the magazines. Needless to say, it won Arcade Game of the Year 1991. The follow up, with enhanced features was the Championship Edition which was by far the most successful and swept the board, bagging Arcade Game of the Year 1992. Capcom spent many thousands of pounds protecting their investment from grey imports and even pirate versions and direct rip-offs popping up around the world.

Not content with this incredible gaming achievement, Capcom quickly began development on the Super Nintendo version which, on release sold out in Japan and

copies were exchanging hands for pathetic amounts in the western world. It was a direct port from the arcade version and once officially released around the world, became mostly responsible for Nintendo sales. Mega Drive owners looked on in horror as the six-button

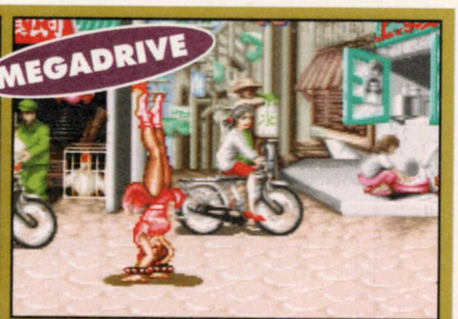
Special moves and power plays. Thats the art of Streetfighter

It's Mr. Big against Felix. All the lessons learned will be needed now

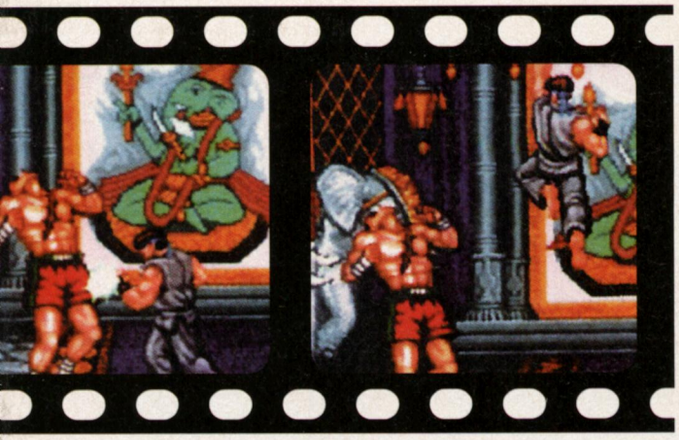
6 PACKIN' PUNCHES

Sega have already developed the six button controller and as you can see the little thing sure looks pretty. Ergonomic and purposeful, this styled controller utilises already excisting pins located in your joystick ports. No worry then about control difficulties due to technical barriers. Sega are not the only developer of this new six-button system. Already many companies have made announcements in Japan and even the UK. Read and weep SNES owners.

Only achieved by expensive cheat devices or a complicated system of button inputs again, this invaluable feature will be made standard in the game. Fear not, for if you



both want Chun Li V Chun Li it is now possible, but don't let the different coloured dress put you off — she's just the same underneath.

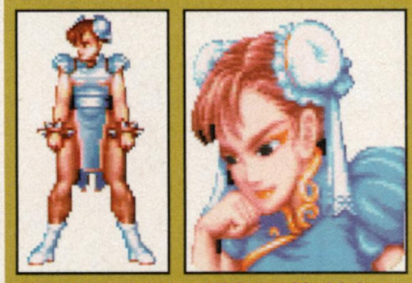


TER II

SMOOTH RIDER

The Championship Edition will feature specific Mega Drive-only moves for the characters not featured on other formats or even the arcade game. Players will now have to master a totally new set of moves on the Mega Drive.

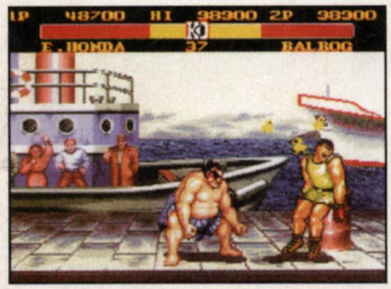
CHUN LI



Not one but *two* additional flip kicks to cripple opponents

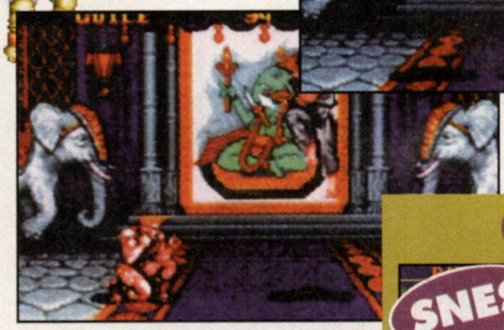
KEN

Enhanced Dragon Punch capabilities used to stun opponents



He's big and he's fat. He also moves like Carl Lewis and hits like Tyson. Watch out for this guy or you could be in trouble

New moves and quicker response time is promised with this, the launch of the year by Capcom



Sonic Boom! Stand back mortals, these special powers know no limitations

smash looked set to be a Nintendo-only scoop.

Fear not. Capcom have now seen fit to release Streetfighter II Championship Edition on the waiting Sega users and, as we will see the cartridge will leave SNES owners worried about their investment — and quite rightly so.

A one or two player title, Capcom's SF II Championship Edition will feature twelve different warriors each with their own unique fighting style. Strategy will never have been so important as not only are the styles unique but so are the strengths and weaknesses. Successful players will need an even greater sense of timing and skill to defeat the opponent. Surely this is no problem for us Mega Drive owners. I think not!

GROOVE TRAIN

Every SNES owner lies awake at night dreaming of the day that the elusive BOSS v BOSS code can be achieved without the Game Genie! Well, they might as well forget it — I've seen the Game Genie and Action Replay codes and believe me, it's nothing to shout about. Besides, the game crashes all the time and the characters are somewhat obscured.

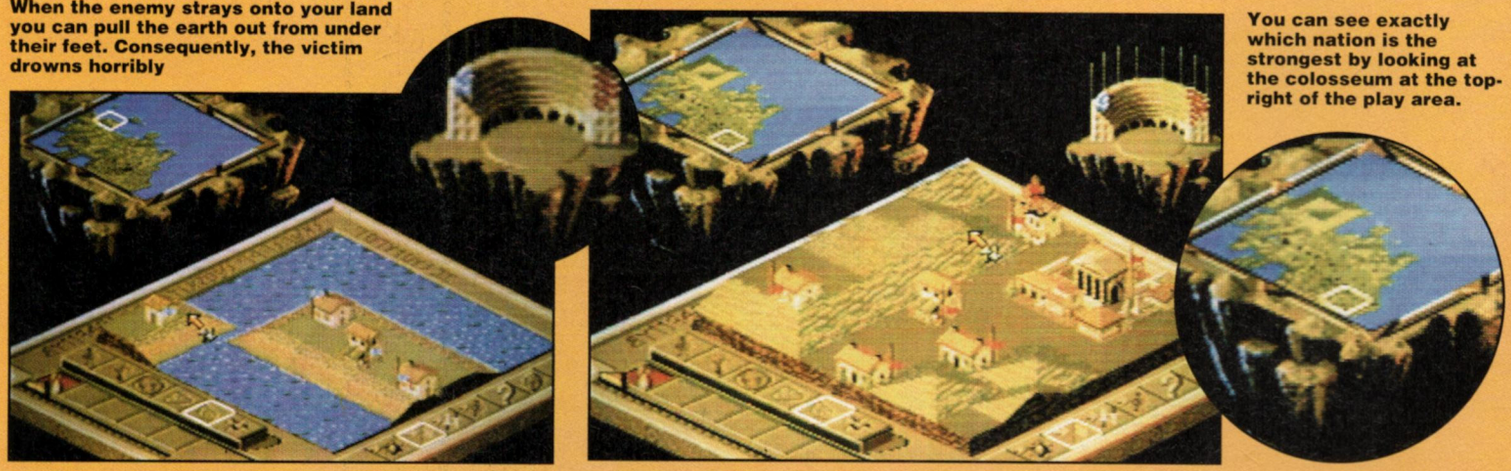
Once again, puff out your chest Mega Drive owners as this somewhat sort after feature is to be standard in the cartridge. This opens up the game considerably giving an increase of three fold the number of bought possibilities within a tournament.

Watch out for that plane! Not only has the USAF turned a blind eye but half the airforce has turned out for some hard-won prize money with no rules at all to bind the two contestants

MEGA VIEW

Well, it's finally been released. At last, the on-going battle with the SNES has reached its conclusion with the Mega Drive clearly out on top. Now we know that an announcement has been made regarding the Turbo Edition for Nintendo people but to be honest, owners of a Game Genie were enjoying this a long time ago, all be it a shadow of the arcade version. The Mega Drive cart does only feature 16 colours but the difference isn't too apparent. This is *the* release of the year. ■ ***STEVE***

RELEASE: TBA PRICE: TBA



When the enemy strays onto your land you can pull the earth out from under their feet. Consequently, the victim drowns horribly

You can see exactly which nation is the strongest by looking at the colosseum at the top-right of the play area.

POPULOUS

TWO TRIBES

Virgin, renowned Mega drive and Mega CD developers are set to release one of the most successful games ever, Populous II Two Tribes. Now you can become a god for a day and create, or destroy your own civilisation!

Released way back in '89 by Bullfrog for Electronic Arts, the original Populous was an incredible success on the home computer formats. Utterly destroying your opponent's civilisation on the way to total divination was the most satisfying feeling in the World! Populous became so popular that several data disks appeared with worlds such as Lego Land and the French Revolution to name but a few. It was inevitable then that there would be a sequel.

Populous II Two Tribes for the Mega Drive is being developed by Virgin Games in London. Most of the enhancements are cosmetic with an incredibly neat and tidy user interface which consists of icons that control the world and its population. The radar map has been improved for realism and a colosseum now indicates which side is winning, the blues or the reds as they have become affectionately known. So just what is all this Populous stuff about?

Populous II Two Tribes is, in principle, a very basic game but it is this kind of simplistic yet challenging gameplay that has made it so incredibly popular.

Zeus, father of all gods, has always had a weakness for mortal women. He has had many children, but none so wild as you!

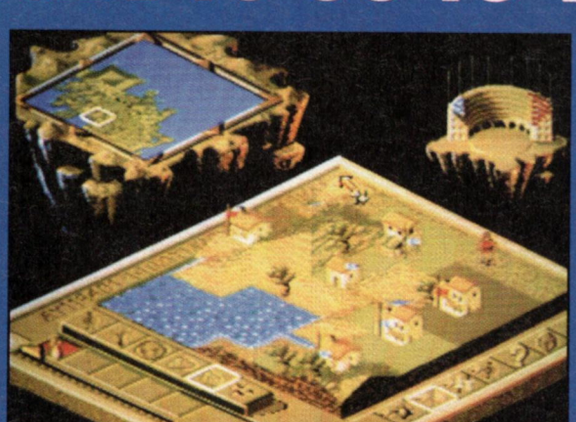
As a god, you have called for your rightful place on Mount Olympus. You must prove yourself worthy in battle against Zeus' choice of opponents and terrain.

Two apprentice gods are given total control over a world. Inhabiting this world are two nations separated by baron land or large expanses of sea. Each god chooses a nation, either the blues or the reds, and then proceeds to populate his land. When he has amassed enough people he can then challenge the opponent to genocide. This then end the present level you are on.

However, gods are pretty sneaky beings, therefore each one is allocated a manna bar which rises or

WHEN TWO GODS DECIDE TO GO TO WAR

In the beginning, the world on which your population has been settled is full of hills and valleys. These have to be smoothed out for your tribe to settle successfully. They will then proceed to build forts and houses



The area that you are presently viewing is also displayed on the large scale map to the top of the screen. Population build-ups can also been seen from this map. The large scale map can be scrolled in all eight directions

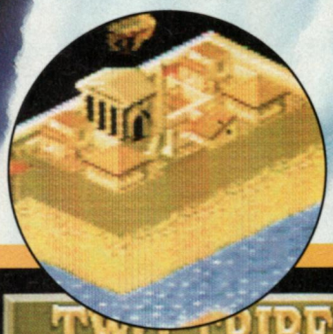
If the power is strong enough, you can create a knight for your nation who will travel across to the enemy nation and proceed to hack them into little pieces

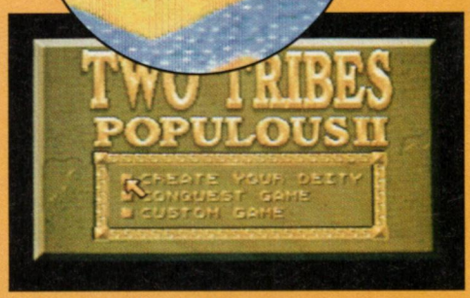
S II

drops according to his or her progress and ability. As the manna bar increases so the god's powers become greater. He or she may be able to inflict a crippling earthquake on their opponent, or a, hurricanes, volcano or any other atrocity that might kill off the enemy's population. You can even create a hero, or knight, who will kill all enemy who stand in his way!

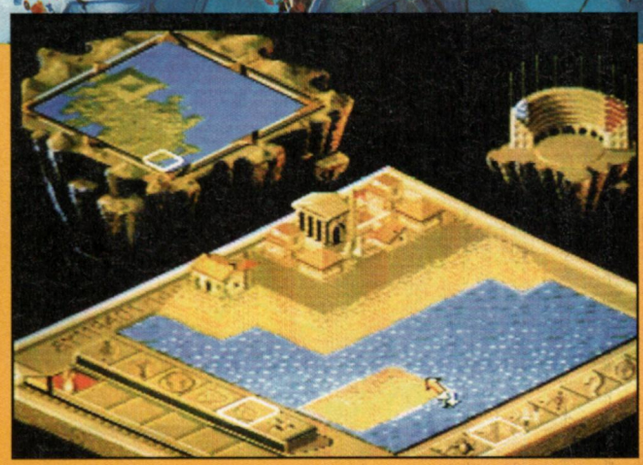
Population is performed by settling people on flat, arable land. From this point they will build houses, castles, forts and even dabble in a spot of naughtiness.

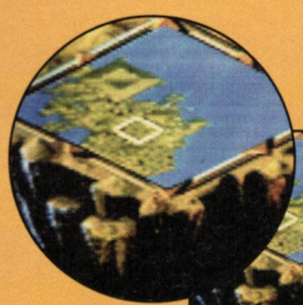
The final battle comes when one or the other god's manna bar has reached boiling point at which time he or she can inflict total genocide. The two nations will meet at a certain point and then fight it out to the death. Only the strongest of the two will survive.





Welcome to Two Tribes young fellow. So you want to be a god, do you? Well, you are going to have to pass some pretty difficult tasks. Unfortunately, by this time, Mega Action were for the off





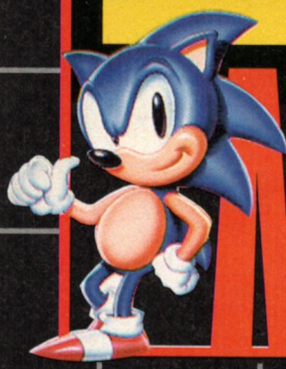
As the manna bar increases each god is allowed to perform 'natural` disasters on the opponent. The icons for disasters can be seen at the bottom-left of the play area just above your gods manna bar

MEGA VIEW

Becoming a god sounds pretty alright to me and annihilating an opponent god and his trivial nation sounds even better. The Mega Drive version of Two Tribes is looking fantastic in every way. With this much graphic scrummyness and gameplay, which has made the Populous theme so incredibly popular, this game cannot fail to be a raging success story. If you've seen the Amiga version of these we Mega Drive woners can afford to feel very proud indeed. ■ *STEVE*

RELEASE: JULY **PRICE:** £TBA

MEGA ACTION MARKET



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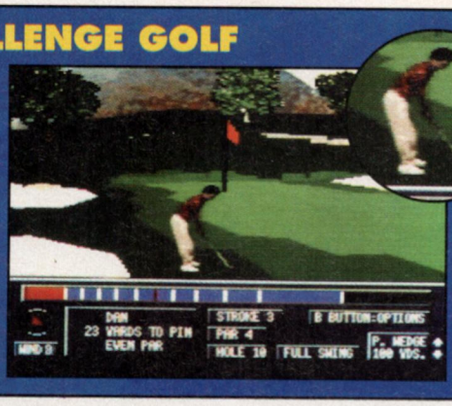
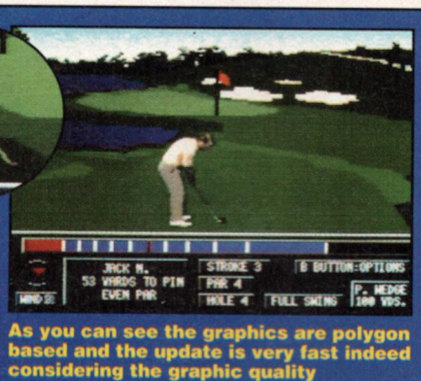
JACK NICKLAUS POWER CHALLENGE GOLF

Accolade have three games to hit the stores soon. Their main man, Alan Wellsman gave us a sneaky peek at his partially complete wares.Having played an early version of Jack Nicklaus Power Challenge Golf, which at present is only 60% complete, I have to say it's looking very impressive indeed. Animation is very slick and there are plenty of courses to keep you going for some time. Can Jack Nicklaus knock PGA Tour Golf II off its perch and come out on par?



The actual golfer is sprite based and animated using the now familiar Roto-Scaping technique



As you can see the graphics are polygon based and the update is very fast indeed considering the graphic quality

COMING SOON FROM ACCOLADE

■ Accolade Software have two sporty challenges for you and your Mega Drive, Summer Challenge and Jack Nicklaus Power Challenge Golf. They also tell us to keep an eye out for their Sonic-basher — Bubsy the Bobcat

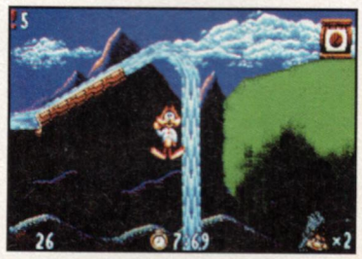
BUBSY BOBCAT

Bubsy the Bobcat is Accolade's attempt at taking Sonic's crown. Many have tried, all have failed.

Aliens are invading Earth, their mission to steal the world's wool supplies. Can you imagine life without Arran sweaters? Our hero gets involved after having his ball of wool zapped away by the Xenomorphs. From this point on he plans to retrieve his wool and thwart the baddies plans.

The colourful graphics are of a quality comparable to Sonic and the designers have decided against a character that can outrun the blue hedgehog.

Bubsy was a joy to watch and an honour to play, and you would be well within your rights to get excited. But the big question is, does the Bobcat pack a punch powerful enough to knock out all the other console heavyweights? We reckon so.



If you look closely you'll notice Bubsy looking worried as he realises, in true cartoon style he's going to fall from a great height!

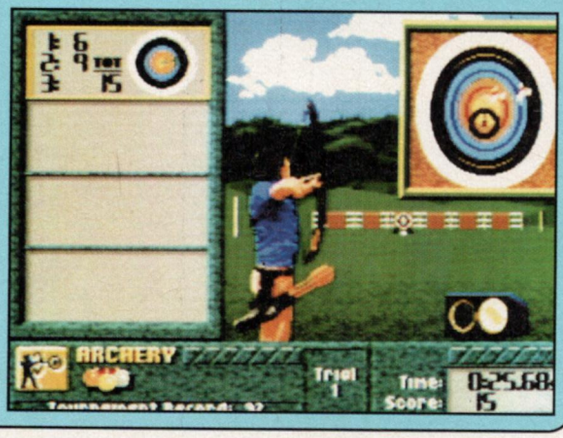
SUMMER CHALLENGE

Combining the fun of the sun with loads of different sporting events, Summer challenge has it all and much more. Included are archery and canoeing to name but two and up to eight players can join in this Summery fun.

Where Summer Challenge differs from previous sporting games is the way the majority of events are viewed — from an innovative 3D, third person perspective. You really do have to see it running to fully appreciate it.

You've got to paddle between the posts in this rather obscure event. Fail and you'll lose precious points

The cursor is constantly moving so hitting the bulls eye is a tad tricky. What you have to do is anticipate the distance between the target and the cursor and fire at just the right time



MEGA VIEW

As far as Accolade are concerned things are looking pretty damn good at the moment. If you only get a couple of quid a week pocket money start saving right now — these games should not be missed! The best looks to be Bubsy Bobcat, and with Accolade hyping it as a Sonic-basher we certainly have something to look forward to. ■ *BRAD*

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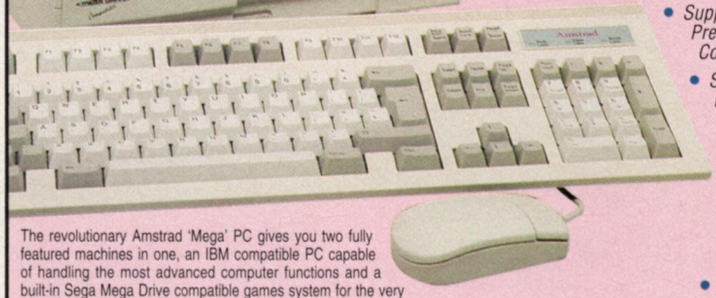

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ASCII PAD SG

Import Retailer

Wow! Who cares how it plays it looks bloomin' tasty and that's all that counts. Fortunately, not only have ASCII Ware, who manufacture the ASCII Pad SG in the States, managed to come up with a joypad so sexy it could feature in Playboy but one which is extremely comfortable and reliable to use. Featuring the customary slow-mo and autofire, it is a pure fantasy to use. Don't be seen without it. An essential joypad for those who take their games seriously!

88%

FOOT PEDAL

SpectraVideo

Foot pedals have never really taken off on the consoles due to previous .poor design and unrealistic response. However, with the release of the Foot Pedal, as it is aptly named, all this looks set to change. The response is incredible and all three pedals are programmable for maximum comfort and preference. They are also solidly madeand will not wear out quickly. These are certainly the best pedals around at the moment. In fact, I think they're the only pedals around at the moment.

85%

THE FINGERTIP ADD-ON COMES UNDER TEST

THE JOYSTICK TEST

No matter what anyone says, games playing is a skill which takes time to master and one of the most important aids to better playing is a decent joypad or joystick. Mega Action tests the best and worst...

MEGASTAR

SpectraVideo

SpectraVideo are renowned for producing high quality joysticks on the home computer formats but now we lucky Mega Drive owners can enjoy those sexy ergonomical designs and slick button control. The Megastar may look like a lunar-lander but it is a very compact and sensitive stick indeed. It has managed to capture that arcade feel perfectly and is therefore an essential purchase for those of you who just love those table top sticks.

83%

SG PROPAD

SpectraVideo

Hhmm, going back to my roots. The SG Propad is a definite improvement on the standard Mega Drive joypad. It has been beautifully designed with see-through bits and lots of knobs and switches. But what do they all mean? Well, the SG features a slow-mo switch, semi and full autofire on all buttons and the option to set the speed of the autofire and redefine the ABC buttons - impressive. It is both sensitive and robust.

88%

POWER CLUTCH

Import Retailers

Oh God! I can't take any more of these slick sticks. ASCII Ware are to blame once again for creating joysticks so dreamy they make an excellent substitute for your partner. The Power Clutch has to be the most tastily designed Mega Drive joystick ever in the universe. Slick control and an ergonomical design make it an essential add-on for your Mega Drive. Available from good import retailers, life can't go on without it!

90%

STARFIGHTER

QuickShot

The joypad rises its ugly head once again. The Starfighter looks pretty boring and feels pretty boring. The buttons are small, as is the pad itself, and I found myself looking down all the time in order to locate them - not the kind of problem you want to encounter when you are on the last level bad guy of the game which has been hounding you for several centuries. Nice try but too yucky and fiddly by half. Not one to recommend.

65%

SPEEDKING

Konix

At last! The much heralded Speedking makes its way onto the Mega Drive. The Speedking is probably one of the most compact, comfortable and reliable joysticks ever made. It can be held in the left or right hand, has a sturdy stick rod and a firebutton that rests discreetly underneath the thumb. There aren't many fancy knobs and switches but who cares 'cause this stick wipes out any other joystick available right now.

94%

SG FIGHTER

SpectraVideo

The Fighter is for all of you out there who go for good grip, and the Fighter certainly has that. The only drawback is that it is best used with flight simulators and there aren't many of those on the Mega Drive at present. We tested it with Mig 29 Fulcrum from Domark but found the standard Mega Drive joypad controller far more sensitive and more comfortable. Fairly robust and sensitive, it is somewhat wieldy and does leave its user with incredibly painful wrist ache. Not a bad stick by all means, but a fairly redundant one on the Mega Drive.

50%

COMPETITION PRO STAR

Dynamics

The Competition Pro series is, probably, the most popular range of joysticks available. However, for console use they are a little limited. The large base requires a table top upon which to rest and the stick rod is incredibly stiff! For Mega Drive games that require stealth and great skill, the Competition Pro Star is just a little awkward. Still, those of you who have used home computers may have some worthwhile experience with it already.

83%

STARFIGHTER

QuickShot

A wireless joypad, now there's a novelty. The Starfighter 1 pack comes complete with an infrared receiver and two infrared joypads but no batteries - and the Starfighter 1 needs oodles of them. Incredibly, the receiver worked very well indeed but the joypads, much like the Starfighter 3, were a little tacky, featuring small buttons and a small pad. If you're into spacey gadgetry the Starfighter 1 may appeal to you. Give us a wire and socket any day.

57%

WHAT A WELCOM

Mega Action is *the* magazine for all Mega Drive owners. Let's take a closer look at the arty farty bits of Mega Action and the ugliest team ever assembled...

Firstly, congratulations on buying the most informative and definite magazine for you and your Mega Drive — Mega Action. The team would like to welcome you to what we hope you will find is a magazine totally dedicated to the Mega Drive and Mega CD with all the latest games, UK, American and Japanese releases reviewed as well as the latest gossip around town and the best player's guides and tips to help get you through those really troublesome games that just will not allow you go to sleep.

If you didn't know, the Mega Drive is now the most popular console in the UK pulling away in sales from the Super NES. There are more games than ever before and the future looks even brighter with even more software houses producing high quality games that even now have not yet pushed the Mega Drive to its limits. You've got the power — now exploit it!

We've cut out all the waffle associated with other Mega Drive magazines allowing us to give you accurate coverage of your Mega Drive at an affordable price — 99p. For too long now magazines have been filling out their editorial with meaningless features and useless information. Mega Action will certainly not be following this trend.

So what have you got to look forward too in this and future issues of Mega Action? Well, we will be reviewing all the latest games for the Mega Drive and that includes the Mega CD which has just been released. We have devised a neat and concise reviewing system so that you can see clearly which games are hot and which are not.

Mega Action will also be keeping you up to date with the latest gossip from the world of the Mega Drive as well as any hardware developments and previews.To help you through the latest games we'll be printing the best and biggest player's guides and hints and tips for the latest games.

MEGA ACTION

WHAT A MEGA TEAM

If you've ever wanted to know what it's like to work for a software house or ever felt the need to express your views to the top men at Sega now is the time. Mega Action will be running massive features on software houses and high profile companies such as Sega on a regular basis with no holes barred interviews and discussions on the future of the Mega Drive.

Leisure activities are a fundamental part of life for any Mega drive owner and so Mega Action will be reporting on such subjects as Virtual Reality, arcade developments, laser tag, paintballing and many other leisure activities. Check out this issue for a sneak preview of Streetfighter II on Mega Drive.

So you now have access to the most complete Mega Drive and Mega CD guide ever produced. We hope you enjoy reading Mega Action and if you have any suggestions or queries please write to:

Brad Burton, Bullet Points, Mega Action, Europa House, Adlington Park, Macclesfield SK10 4NP

Steve 'Whitey' White — Editor

Steve originally started work lettuce cutting and road tarring. He then moved on to plumbing before finally taking over the world and Amiga Action. Getting rid of all those who stood in his way, Steve eventually got rid of the entire Amiga Action team by mistake leaving no one to do the work. Arrested by CI5, he has just spent several months at a drying out clinic for world dictators and has, since then been mellowing out on Mega Action. Aah! Dreamsville!

Marc Keating — Art Editor

Marc 'top crayon doodler' Keating has just moved from designing magazines to painting portraits with his toes due to a horrific car crash in which only his feet remained. Fortunately, his left big toe is fluent with the Macintosh and so work can go ahead on schedule. Phew! Mark just loves to work weekends and his normal working hours are from 9am to 3am the next day. Well done Marc! By the way, Marc's favourite crisps are Cheese and Bunion.

MEGA

ME

REVIEWS

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

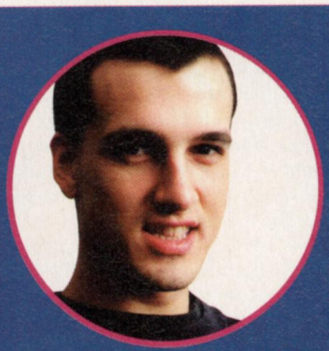
PLAYABILITY

OVERALL
90%

TIP
Don't forget the slide! An easy way of clearing the screen of baddies is to run up and slide them out of the way. Saves on smart bombs too

From the very start of this game I was mesmerised. I love cartoons and I love this. The animation is smooth with the cute main sprite easy to make out. The tasks are self-apparent and challenging enough for just about everyone. Music? Well in true cartoon tradition it is highly annoying and insanely catchy. This game is a must for every Mega Drive owner and at last things are becoming more common with the SNES. ■ ***BRAD***

So what can you expect to see on a Mega Action review? Well, you get a tip, an incredible, earth-shattering tip, scores for nearly everything you could associate with a game and a big, fat juicy comment with the ultimate lowdown on the game being reviewed. If it has scored well you may even find a Mega Action Gold or Silver award. If it has scored badly it may win a Turkey award. And all this information for *FREE*!



Alex Jefferies — Deputy Art Editor
Alex Jefferies is actually top hollywood actor and cocktail expert Tom Cruise in disguise. He has been seen many a time wowing the gals at the local club with his beverage flexibility. It is believed that Alex is also a secret member of a buddhist temple hidden away in the mountains of Cheshire. In the heat of trouble you can always count on Alex to keep a straight head reeling out such calming phrases as 'chill out' and 'be cool, man'.

Steve Atherton — Staff writer
Poached from Super Action, Steve is finding it hard to adjust from a funny moustached Italian plumber to a small blue spikey hedgehog. Once he has figured out what the rings do, no doubt the office will be a quieter place. Steve's favourite game of the month is Flashback, not because of the stunning gameplay but because you can hit people with the gun as well as shoot them. Steve is easily pleased and will soon be off the prescribed medication.

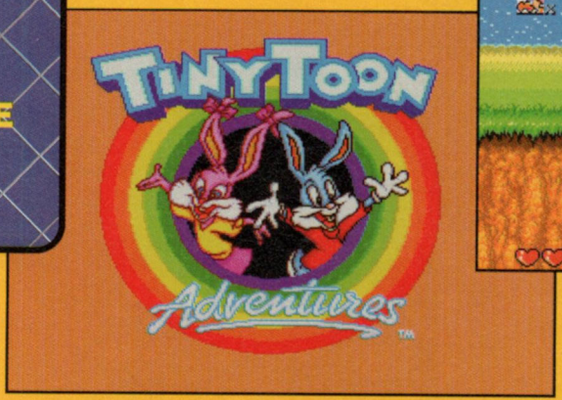
Brad Burton — Staff Writer
The nomad of Europress has now moved his tent a few feet away from his previous desk. The problem is Steve's not too pleased with him hammering steel tent pegs into the floor, or with the deposits his camel leaves! But seriously, having worked at Butlins as a Redcoat he'll no doubt be at an advantage when dealing with all the clowns that send letters into Bullet Points. So what are you waiting for, get writing. Hey, chill out and respect, man.

Cartoon babies to drive you crazy in Konami's latest

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99

Tiny Toons Adventures follows the latest trend of cute cartoon conversions with a popular choice for the hero



Secret level! Secret level! Find the rainbow icons and enter the weird and strange world of Whacky Land for power ups and general enhancement

Gogo Dodo is your friend and mentor throughout the whole experience. End of level is announced by leaping off the screen

TINY TOO

Let's face it, we all love cartoons. Cartoons are real frustration eradication programmes. Nothing quite beats cute, furry animals beating the crap out each other.

Fred Quimby was my hero. Tom and Jerry meant a lot to me, right up to the part when they started speaking, which in my view missed the point of it all completely. Physical interaction yes, intellectual exchange definitely not. Tiny Toons are the modern day equivalent of these furry heroes with one thing different, they are marketable with a capital M. Lunch boxes, hats, pencils and all manner of things are destined to be thrust down our throats. Oh, and a Mega-Drive game too.

You play the cutest of cute, Buster Bunny and with skill and precision you can look forward to level upon level of climbing, jumping and generally rescuing everyone that is on your side. Those who are not on your side can enjoy a graceful retreat from the game by having their heads stamped on.

Button interaction involves a power run, kicking and the all important jump button, with up being pressed to increase the height obtained. The first levels are really run-of-the-mill platform sections — you know the stuff, moving spiky blocks and earth bits that drop away. This general well being with the character soon dissolves away to complete contempt for scenery which, during the wood sections, prove incredibly difficult. Make a wrong move and its back down to the bottom to start again.

Cute cuddly games are set to make a come-back on the console market. Once considered the definitive character to play with they dropped from favour to be replaced by war sims and beat 'em ups. However, Japan is now taking precedent in re-introducing Anime characters from the slightly off-beat world of the adult cartoon and making best selling cartridges. Sega, in true lack of tradition are taking European cartoon idols and hoping for a favourable turn-out. Konami being Konami have certainly set a benchmark for others to follow as this is one hell of a game. The detail is fantastic with some quite amusing deaths and reminder sequences to watch. Try leaving old Buster alone a while. First he becomes impatient then after a while falls asleep. The alarm on his face when you make a mistake or put the little rabbit too near the edge of something is greatness indeed. Secret levels and hidden caves. That's what this game is all about. As if running around at top speed jumping on animals heads is not enough then the kind people of Konami have introduced hidden power ups. By far the best and most interesting sequence involves a trip to Whacky Land, a bizarre landscape full of melting clocks and discarded high heels. To advance simply leap on the spring board and catapult yourself into the air. After a while of symmetrical dropping down the carrot lines you see the power ups, normally extra lives and health. Mind the Dodos though, as touching them signals the end of the level as you know it. This sequence is exceptional, SNES owners will nod in approval at the smooth animation and carefully drawn backdrops. A

TIP
Don't forget the slide! An easy way of clearing the screen of baddies is to run up and slide them out of the way. Saves on smart bombs too

The map is peril personified. After five levels the boss screen appears then it's back into the fray

Not all the adventures take part in the oxygen of the familiar world. Some sequences involve under-water exploration

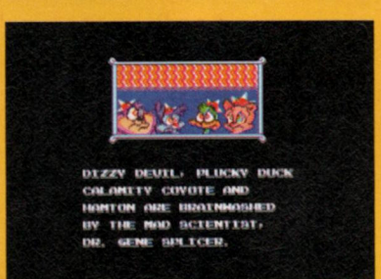
Little Devil has got himself in quite a fix. The professor has managed to attach a remote device to control the poor creature

■ Walt Disney is not completely dead. His body has been frozen with Cryogenics to continue his greatness in a future far from now

A LEVEL APPROACH

Take the slightest hint as to the whereabouts of the secret levels. Look up and down. Finding them can reward you with anything from extra lives to smart bombs or even invincibility. This lasts a short time but allows a quick dash through all manner of things

Later levels and things get real difficult. Timing the jump clears the obstacle but not the enemy



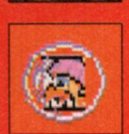
gem of an inclusion if I ever saw it. End of level baddies are an interesting twist on the theme. The mad professor has enslaved your furry chums with a remote device. Each character reacts differently to the device but mainly resorts to running at you or jumping upon you. To finish the challenge leap on the proffs head and after four or five attempts the remote destructs and the little scientist is sent packing. Your furry friends thank you for your time then warn of doom in the next level with hints such as "be carefull" or "watch out". Thoughtfull, but entirely useless as loosing a life means a restart from the start of that level. The continue feature seems endless as does the scope for extra lives when a bonus level is found. Basically there is no excuse for not getting near the end of the game on a few sittings. Sounds like the game is easy? Think again. Little or no clues are left for predicting the next drop or locating a local enemy. You takes the drop and pays the price, unless of course you can be exceptionally quick on the buttons. This game is more addictive than easy and the plot is very well presented indeed.

Arggh! If it's not killer alligators then it is cuddly crabs from hell. Their single aim in life appears to be your demise

'TOON UPS

Normally located in the secret areas, these icons give you more of a chance without using up the continues and thus a lower score

Increase heart or health meter from three to four units. There is a reason for this — Things will only be getting harder and harder for you in the end. A primary objective to obtain



Again, a deluxe smart bomb affair with a sad looking vulture flying across the screen straining with an anvil. Dropping the anvil wipes out the enemies currently on the screen

Being flown at, rushed at and having things hurled at you takes power away. Finding the hearts, normally placed at strategic points restores much needed health

From the very start of this game I was mesmerised. I love cartoons and I love this. The animation is smooth with the cute main sprite easy to make out. The tasks are self-apparent and challenging enough for just about everyone. Music? Well in true cartoon tradition it is highly annoying and insanely catchy. A must for all Mega Drive owner ■ ***STEVE***

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 90%

Darker than Bourneville chocolate, the hero is back!

IMPORT

PUBLISHER
Sunsoft
RELEASE DATE
Out Now
PRICE
£39.99

The caped Crusader uses his gymnastic ability to leap from platform to platform. Only by mastering this tricky jumping technique will you be able to get onto the later levels

Here we can see the masked vigilante firing the shield star, a weapon that projects deadly spinning steel stars wherever he points it. Just one of four collectable weapons

BATMAN

THE REVENGE OF THE JOKER

Years ago, Batman used to wear a rather fetching polyester suit. Things have changed since those happy days, the crime rate for Gotham city has soared by over 400% and street violence is at an all time high.

Although this game has nothing to do with any of the films, it doesn't stop our hero posing towards the screen. Those big wings are used to glide and, contrary to popular belief, old batty can't fly!

The hero we know and love has to don his bullet proof suit in order to save the city of Gotham. The super villain, the Joker, has stolen a truck load of uranium and is in the process of creating a missile powerful enough to destroy the biggest of cities. As any Mega Drive user will know, most platform games on our beloved machine are cuddly and cute. This one, however, hasn't got one ounce of cuteness in it, it's sinister, sinister all the way.

After you've been to the option screen and set up the joy pad you begin the game in Gotham Cathedral. You'll have to use all your dextrous skills if you're to quash the Joker's evil plans. As you make your way through the levels all manner of obstacles stand in your way, fire breathing gargoyles and gun toting thugs to name but a few. Your best form of defence is offense in the form of the Bat Wrist projector, a sort of special missile weapon which is used to destroy adversaries. When you first begin the game it fires a slow moving, low powered shot. But don't worry Bat fans because lying around the levels are crates which, when kicked open, reveal a special icon. Pick it up and your weapon will be instantly powered up. A whole range of kicks and jumps can be used to send enemies packing. Regardless of the seven big levels, regardless of five big end of level bosses it still doesn't make this licence worth while.

TIP

The only tip that can be given for this awful game, is don't buy it! No seriously you'd be a lot better off using the explosive crossbow!

These stone Gargoyles aren't just sinister scenery placed for cosmetic value

The first of five big end of level guardians. Your best bet is to get in close and engage in a bit of tooth and claw hand to hand combat

Holy rush job! It's not big, and it's certainly not clever. It's the same old story — a good license equals a crap game. It's a travesty when you think of what could have been.The Mega Drive really doesn't need a game like this, all it succeeds in doing is giving SNES owners something to laugh at. Sad graphics, poor sound, bad animation ensures that this game really is awful. I'd have to be a real Joker if I recommended this binary fart. Avoid! ■ **BRAD**

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
68%

■ Burt Ward, who played Robin in the original TV series was accused once for selling videos of a distasteful nature (pornos)

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Rick cuts a swathe through the local nasties...

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99

The main advantage of getting hold of a machete has to be the graphic death of a demon! Another bonus is that this dangerous weapon does twice as much damage as a kick or punch (which is much as you'd expect really!)

This is the first boss you'll encounter and a right tough cookie it is too. You would have to be a fool to try and fight it head on. Perhaps if a less direct approach was employed you could actually defeat this wretched devil!

SPLATTERHOUSE PART 3

It's worse than before. The game they tried to ban has yet another chapter added to it. Grab your machete and prepare to enter the hellish Splatter House!

Never in the history of video games has there ever been a game as violent and savage as this latest addition to the console game market.

You are put in full control of Rick, a big strapping bloke who, unlikethe large muscular gentle steroid-packed giants who can be found in your local gym, is not afraid to spill a bit of blood, especially if it's from the demon who has kidnapped his girlfriend Jennifer.

So, off our pill-packed pal goes as he makes his way to the house where he believes Jennifer is being held. He stops only once, at his friend Bertie's house, to borrow his ice hockey mask – the number one accessory for any self respecting murderer.

That's enough of the story line because to be quite honest that's as far as it goes.

Once you've actually watched through the disturbing intro, it's on to the game. You start on the bottom floor of the house and from this moment on things take a turn for the worse.

You're instantly pounced upon by skinless demons who don't hesitate to tear you apart. Using the control pad you have a whole range of offensive moves that can be used to send those foul creatures back to where they came.

Roundhouse kicks, punches and strangle holds can be executed by various configurations of button and D-pad presses, similar to those first applied in Streetfighter II.

Something that I've yet to see on another game, is when you hit an enemy you actually make it bleed. As your barrage of blows rains down upon it, the bloodiness is increased and it gets to such a point where your foe is totally unrecognisable.

If that wasn't enough to make your stomach churn, some creatures can have their

TIP
As the demons appear get as close as you can to them and hit them before they can prepare themselves for your attack

An almighty swipe sends the masked warrior hurtling to the wooden floor. Ouch! While he regains his composure his adversaries close in for the kill, something that is not unexpected in this game really!

After sustaining a certain amount of damage the boss monster gets very angry and loses his head, literally. When this happens it should give you an indication that the foe is nearly ready to pop its clogs

As Rick delivers yet another top notch punch square on the face of the skinless chicken-type monster, another creature attempts to sneak up on him. His best bet would be to execute a spinning, roundhouse kick, thus hitting both foes

■ Did you know the only Friday the 13th this year is during August!

These are the eyes of terror — Jennifer is cornered by the Evil one. Just one of the cinematic clips that are shown every so often throughout the game. They not only adds a storyline but tension as the race is on to get to Jenny before the nasties do!

heads knocked clean off! Caution – that doesn't necessarily mean they're dead. Once the enemies have finally been killed simply press the start button and a map of the current level is called up.

On the map is an X and the idea is to make your way to it. Once you arrive at this point you'll be greeted with an open mouth by the first of the many gruesome bossmonsters. They're bigger and certainly more terrifying than anything you will have previously encountered. They require more than a swift jab before they go to sleep, I can tell you!

If luck has been on your side then maybe you'll have picked up a weapon that you can use. Perhaps you've acquired the baseball bat or even the razor-sharp machete. No matter which, you can be assured that they'll make annhilating things that much easier.

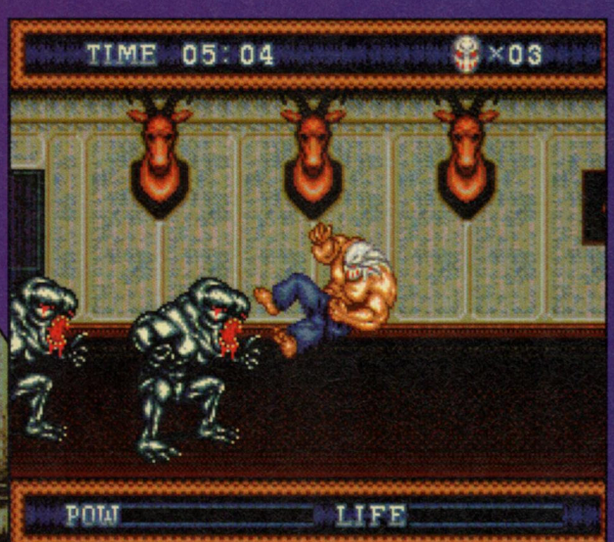
Certain rooms even contain the hearts of previous entities who have foolishly wandered through this wretched house. Picking them up and eating them *(Delightful. – Ed.)* will restore any energy you may have lost.

Most rooms have crystal balls lying on the ground. If you collect these you'll have the opportunity to transform into a giant. With the change, increased strength and better defence are yours. You'll be able to massacre the evil ones quicker and more horribly, but beware, this unearthly power only lasts a short time!

Within a few games you'll start to wonder how on Earth the programmers managed to squeeze all those large sprites onto one tiny cartridge. Even scarier is how they managed to animate them so well.

Combine all that together with over 30 digitised screams and sinister laughs and I think you'll agree you've got one heck of a game. Just don't forget to pack your sick bag, that's all!

Here we see Rick on the receiving end for once. If you look closely, you'll be able to see he has just been stabbed by his deadly enemy. The artists have left nothing to the imagination when it comes to animated blood on the sprites



I really am surprised that this game got past the censors, although the only way you'll be able to buy this shocking cartridge is from your shady, import dealer. If you can get your hands on it, rest assured, they'll be a few sleepless nights

When you finally find a crystal ball and in turn use it, your shirt rips open as your muscles expand to twice their size. Destroying the vile creatures when in this state is a lot less tiresome as they flounder around attempting to block your blows

Rick has entered a room and to his surprise he sees David, a youngster who has been kidnapped by the evil one! Unfortunately for our muscle man, David is not as sweet, or as innocent as he initially seems to be. Such is life!

If you're a lover of horror movies and beat'em-ups, this game will be up your street but be warned – it's a nightmare come true – literally. This is definitely not a buy for those who dislike the growing trend for excessive violence and gore in computer games. Surely this game could have got by without resorting to such levels of graphic violence?■ ***BRAD***

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL

85%

SILVER

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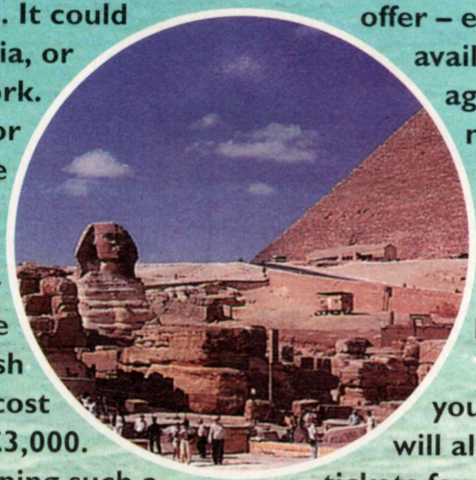

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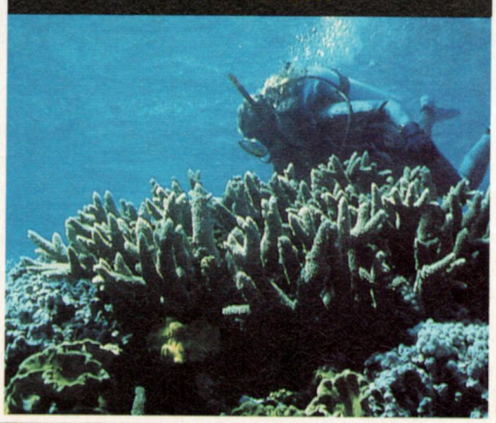
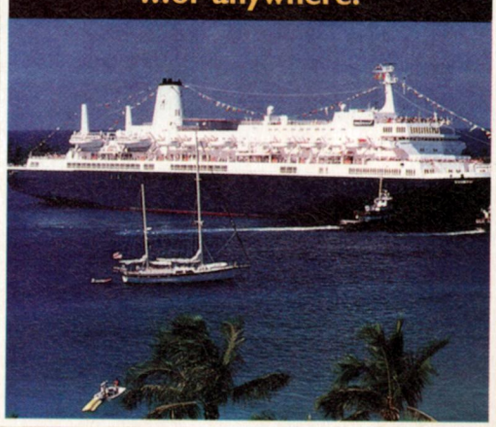


...or anywhere!



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COMMODORE – Three magazines serve the dedicated Amiga fraternity. For games players there is *Amiga Action* (£3.95) and *Amiga Force* (£1.95), while *Amiga Computing* (£2.99) covers every aspect of this versatile machine. Owners of the C64 will find all they need in *Commodore Force* (£2.95).

ATARI – For the Atari ST enthusiast there are three magazines – *ST Action* (£3.95) for gamers, with *Atari ST User* (£.3.40) and *Atari ST Review* (£3.50) satisfying the more general ST owner.

NINTENDO – The whole of the ever-expanding Nintendo scene is covered by *N-Force* (£.1.95), while dedicated fans of the Super NES have *Super Action* (99p) and for Game Boy freaks there's *GB Action* (99p).

PC – Most dynamic newcomer on the PC magazine scene is *PC Home* (£3.95), covering both business and leisure interests. *PC Today* (£3.95) is devoted to supplying practical solutions for the small businessman.

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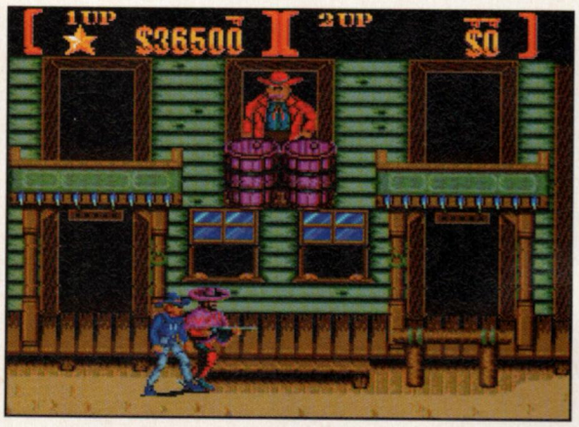
Gun-Toting cowboy fun with plenty of baked beans!

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£39.99

At the end of each stage you will be taken to a bonus level where you must pick up as many bonuses thrown by the woman from the wagon

SUNSET RIDERS



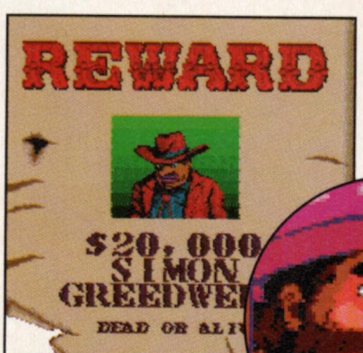
At last the two meet up with the evil Simon Greedwell. Watch those windows `cause in a minute they`re gonna` be full of outlaws. This is the time for Cormano to make his move

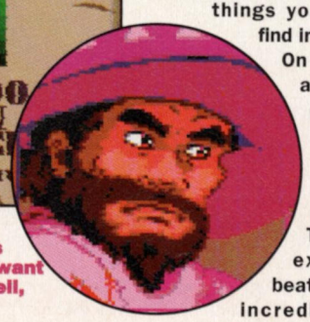
■ Take a step back in time to the days when men ate beans like they were goin' outta style (pprrff). Back to the days when men carried guns that always made a 'ptooeeeee' sound. Back to the days when two men teamed up to fight the outlaws

Sunset Riders is the official conversion of the hit coin-op of the same name. You take control of one of two cowboys who must traverse through the Wild West saving good fellows and killing bad fellows. Well, the plot seems pretty much the same as anything else but the game itself is actually quite enjoyable in a sick kinda' way. Choosing from either Billy, a sheriff-style cowboy, or Cormano, a greasy gringo who`s eaten too many beans, you must walk through the many towns of the Wild West shooting all those who come in your way. Billy is armed with pistols and Cormano with a tasty shotgun that could stop a train at 100 yards.

Together or alone, Billy and Cormano must rescue the women held hostage, kill the wanted outlaws, hunt down the indians and avoid charging cattle all for money. Now all this may seem simple but from the off things immediately get sticky for our spaghetti heroes. Gun-totting scum litter the play area and all sights are aimed on you. Fortunately, Billy and Cormano can fire their weapons in eight different directions, leap incredible heights and pick up power-ups that will allow them double-fire or accelerated bullets — the sorts of things you would expect to find in the Wild West.

TIP
Cormano is the best of the two cowboys due to his shotgun. Try and get a double shot as early as possible. It'll make things a lot easier





Simon Greedwell, eh? £20,000 eh? This guy is destined to be toast. I want that money. No I do! Well, you can`t. Can! Boom!

On certain levels, you are shown a wanted poster. The outlaw is somewhere in the town and carries a huge reward on his head. These guys are extremely tough to beat mainly due to the incredible amount of henchmen around them. If the outlaw is killed, scores are totalled up for Billy and Cormano and, depending on who got the most shots, the reward money is allocated appropriately.

Sunset Riders is the kinda' game that grows on you. The more you play it the more you`ll like it. Nice!

The gringo Cormano walks casually along blowing away anyone who dare get in his way. Try the Billy v Cormano option and watch with laughter as Billy dances in death

The first thing you'll notice about Sunset Riders is how incredibly hard it is. The towns never seem to run out of outlaws so it`s very fortunate that you can collect extra bullets and power-ups. Graphically, Sunset Riders isn`t the most inspiring game ever but it does have a strange addictiveness about it that keeps you coming back for just one more game. Good fun although the price is just a little too steep for my liking. ■ ***WHITEY***

MEGA

SOUNDS	8
GRAPHICS	8
ADDICTIVENESS	8
PLAYABILITY	8
OVERALL	**82%**

■ In a showdown in the Old West one of the outlaw`s bullets travelled up the barrel of the others gun exploding harmlessly.

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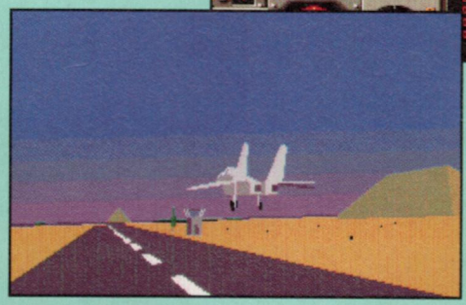
to be this good takes ... AGES

Take to the skies in this Russian fighter simulator!

OFFICIAL

PUBLISHER
Domark
RELEASE DATE
Out Now
PRICE
£39.99

Lock up baby, lock up baby! A reviewer's dream lies ahead in just about every cliché from the Top Gun movie. Fire only when the square turns red and not before!



Yes! I did it by the book and look what happened. Only problem now is risk of flame out should I fly through the dirty air ahead. Maybe I'm just taking this all a bit seriously. After all not every piece of reality has been transformed into the enviroment.

Just exactly how much damage Top Gun the movie did to our perspective on fighter pilots will never be known. What is a fact is that more people than ever now enjoy the odd bit of combat strapped into the cockpit of their personal console fighter.

MIG-29 FULCRUM

Mig 29 Fulcrum has seen the light of day on the older 16 bit machines of yesteryear like the Amiga and ST and was met with considerable success. Now, the advantages of multi-key inputs from these machines is considerable. The console market and especially the Mega Drive would seem hard pushed to emulate these multi-button inputs.

All myths and legends of a thousand fingers tapping away for a single action have been dispelled as the Mega Drive has taken on the challenge of aircraft simulation with quite some expertise. The resulting cartridge is beautifully presented, slickly programmed and packed with digitised shots of the famous plane first seen at the airshows several conflicts ago.

Now, flying a multi-billion Roubel plane takes skill and precision not normally acquired by just pressing GO and UP. In fact, the training programme just to be able to clean the windshield is some three years.

So how do you go about being competitive in graphical air combat? Well, the cartridge has a training schedule which during flight offers input advice and flight paths to follow. Even the most hardened pilot should follow this advice as the inputs seem a tad quirky and long-winded at first. The mission briefing involves a detailed portrayal of the targets and their defences.

Weapons are acquired on acceptance of the mission and although recommended choices are displayed some missiles prove more useful than others. Once on the tarmac several choices are made open to you. You can either take the cockpit view as presented or choose some out-of-plane shots which allow a greater view of any on-coming problems around you. Should you decide to engage the enemy, be it helicopter, plane or ground based target he weapon select is easily achieved as is the release of the ordinance with lock-on. Impact is a rewarding flame effect. A sort of billion dollar flame effect actually.

Remember, in the days of heady Russian air dominance the average enemy would be Goose or Iceman from Ohio, so keep that in mind when cutting down on the enemy population. Then again, I hated the movie Top Gun so blast away.

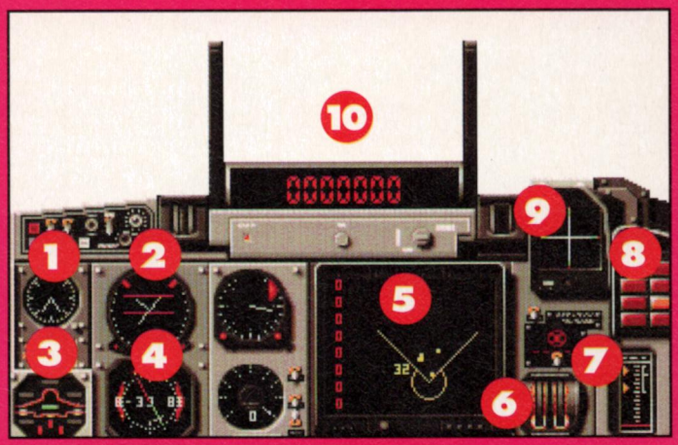
TIP

As soon as the enemy fire a missile hit the chaff or flares immediately. The missile will lose its lock without fail and fly elsewhere

Brakes off. Throttle on. Mirror, signal, manoeuvre. To now make sure you get airborne watch the speed until the stall speed has been exceeded.

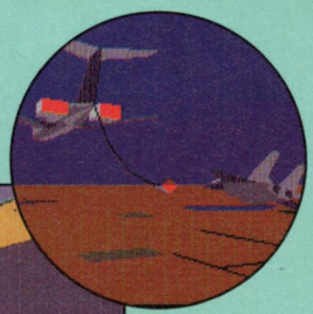
■ The Mig 29 has now become famous at airshows for its "Tailslide". That's hanging in the air nose-up to you and me.

A LEVEL APPROACH

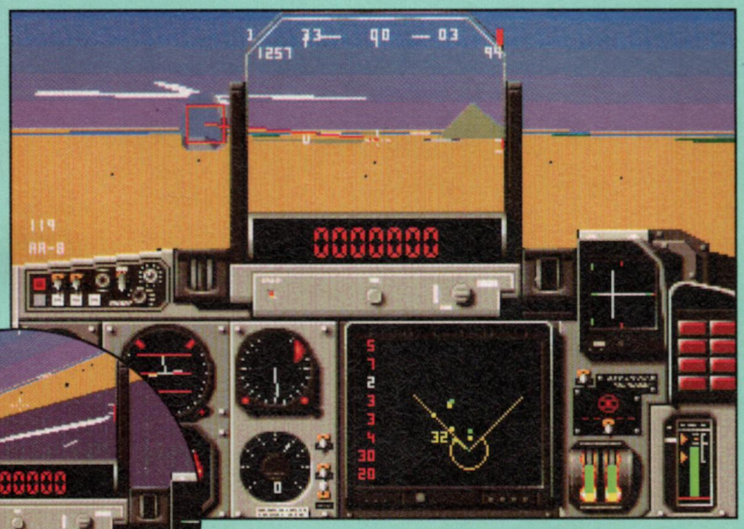


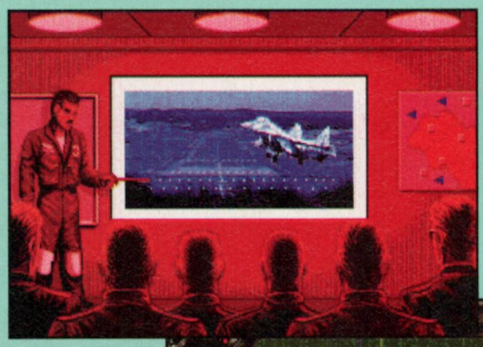
1 TWENTY TO FOUR
2 HORIZON
3 UNDERCARRIAGE INFO
4 COMPASS NAV
5 RADAR/IR DISPLAY
6 ENGINE GUAGE
7 VSI
8 WARNING PANEL
9 JOJPAD POSITION
10 HUD

"I think it's time to bust the tower." In America they want butts. In Russia they used to put you against the wall — and shoot you. Scarey!

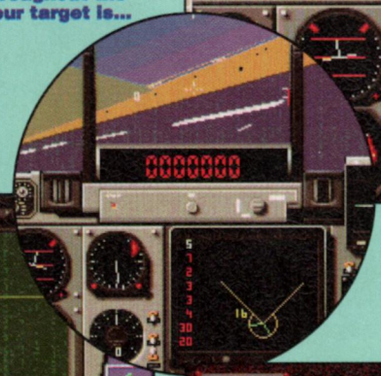


Don't go thinking Tomcats are the only bogey around here for the odd Whirly Bird makes an appearance too for some much needed target practice.





Right comrades, your target is a plane. Your target is a jet plane which has caused much unrest throughout the world. Your target is... Ooops.



Plot ahead and assess the waypoints required. Each mission is not necessarily best reached from a straight line. Various warning systems and anti-aircraft installations demand a quieter route.

A typical mission might involve saving the odd stranded patrol or just plain freeing the world of the aforementioned gung ho Americans. To complete a mission with any chance of landing without damage you will need to constantly watch your tail, or "six" as it more affectionately known in the trade. To do this means total concentration on the radar both long and short range.

Packing a load of "fire and forget" type weaponary may not always be the answer as under wing space is tight so selective ordinance is the name of the game. Targetting is easy enough, just wait till that little square tracks the target and then turns red. Hit the release button, (after making the approapriate missile type selection) then pull away to sight the next bogey.

Ground based installations use the same method, lock on being a bit faster with effective range of the weapon your only concern. Hit the mark and watch the flames ascend. Ahh. razed the American way.

Landing is a bit tricky but set yourself up correctly and touching down is a matter of only balancing throttle to a three pointer.

Excellent! Nothing grabs me more than serious attention to detail, which this game certainly has. The graphics are astounding for a flight sim on a console. Gameplay? Well, although the ground lacks the detail of those military simulators it suffices as landmarks for returning to base. An excellent game with a outstanding range of missions. ■ ***STEVE***

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 89%

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★ Super long lasting enjoyment for game players of all ages.

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IMPORT

PUBLISHER
Tradewest
RELEASE DATE
Out Now
PRICE
£39.99

Championship Wrestling from the Assembly Rooms near Altrincham! More a case of time to pick up a Mutant and hurl him into certain oblivion

■ Heroes in a half shell! It's so easy to get a bit carried away with all this reptile worship. What with turtles, chameleons, snakes and now, to crown the whole marketing strategy, Toads! What next.

BATTLETOADS

Tradewest would be the first to point out that the Turtles from the drainage system in New York are about to meet with some serious competition. Well, serious and deadly right up to the point when they introduce themselves. No self-respecting super-enemy is going to be able to keep a straight face when confronted with the likes of Rash, Zitz and Pimple.

Toads don't get mad, they get even. At least that's what you are led to believe as the personalised Toad-modified advanced spaceship comes to a halt and drops you out on a piece of string.

It's then action stations and into standard beat 'em up mode with your little Battle Toad pitting his wits against all that the Dark Queen can throw at you. This mainly consists of mutant creatures such as Snowmen, Psyko-pigs, Hammerfish and Saturn Toadtraps. The task of just walking along and beating up these things might seem a bit tedious so other levels with different perspectives have been included.

TIP

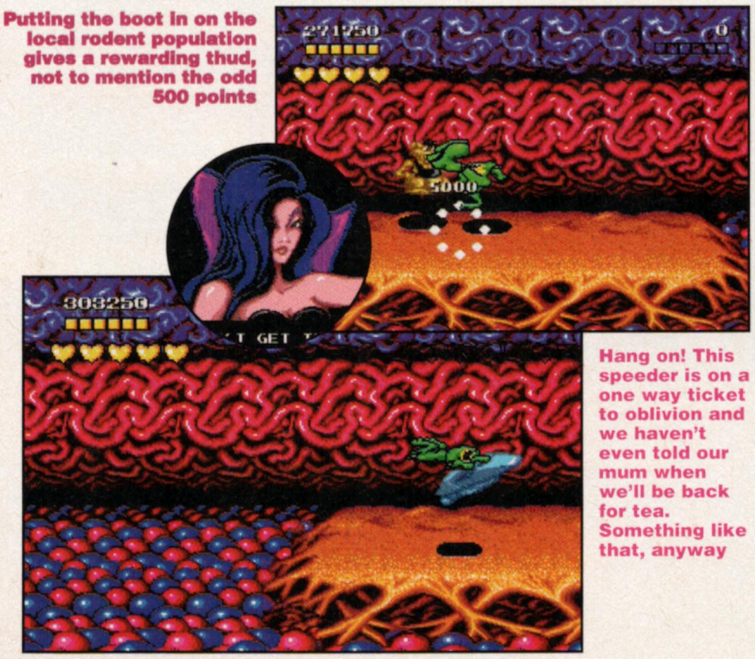
Pick up what you can, the Walkers provide the best items. The legs prove invaluable pipes that have exceptional reach

The first section involves following through a plan of attack, aptly named "PLAN A" which involves the basic principles of fighting, ab-sailing and land-craft driving. Sequences include advanced Speedbiking through an interesting landscape of coloured balls and Grand National type jumps which seems to involve a greater luck value than skill. I'll find an excuse for my first performance if it kills me!

The animation is smooth but the screen movement is a bit too stepped for my liking. Removing the screen of enemies suddenly presents the next area and unless you are prepared your positioning will be all wrong. The variety of enemies is second to none, every new level being an insight into something well, really quite nasty.

The names alone of this species is enough for me, Hornhead, Robo-Manus or Snotball? Ho Hum. Watch out reality. Whatever the names, Battletoads makes a welcomed break from Turtles.

Putting the boot in on the local rodent population gives a rewarding thud, not to mention the odd 500 points



Hang on! This speeder is on a one way ticket to oblivion and we haven't even told our mum when we'll be back for tea. Something like that, anyway

First appearances suggest a real quirky game with really small, undefined sprites and naff gameplay. However, this is not true. The sprites are easily adjusted to and the progression throughout the game is fun and challenging. I'm always dubious of naff spin-offs but had no need for concern here. The Turtles now have a serious contender ■ *BRAD*

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
87%

SILVER

■ Did you know that when a toad eats its prey its eyes roll inwards to help the meal go down easily?

It's Jurassic japes all the way with two caveman carts!

IMPORT

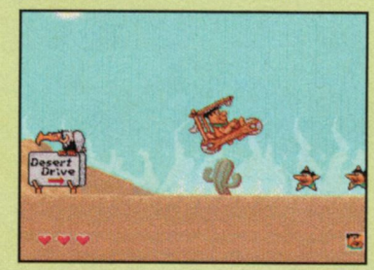
PUBLISHER
Taito
RELEASE DATE
Out Now
PRICE
£39.99

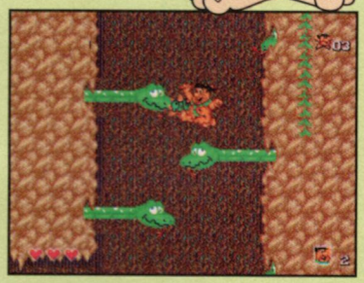
FLINTSTONES

Fred certainly has his work cut out holding aloft the name of Hanna Barbera with all this cutesy competition around

The Flintstones is a true platform game of the format that we know and love. You control your character, Fred Flintstone in the task ahead of you. The object of the game appears to be to recover Wilma's necklace and saltshaker. Now I have been responsible for scouring the land for some pretty valuable and rare items but never have the lives of the warrior been put on the line for a saltshaker.

Running through, Bedrock is not without the odd adversary and these come in the form of prehistoric creatures. To remove them from the screen simply hit them over the head with your club which is provided. Fred can also climb up onto structures and objects. This is achieved in Prince of Persia style which looks highly effective as well as being quick and simple to achieve. A very enjoyable game on a worthy theme. ■ ***STEVE***





MEGA

SOUNDS
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
84%

HUMANS

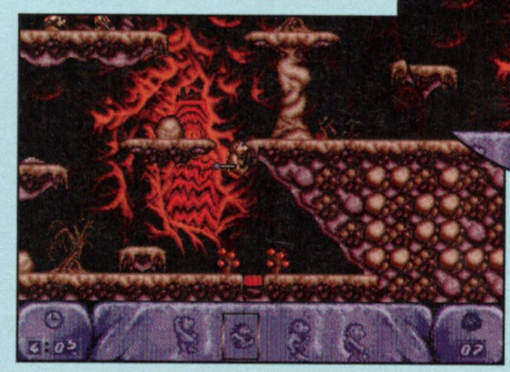
As you can see the graphics aren't the game's main selling point

Team work is required otherwise you'll never get off the early levels!

They don't wear blue dresses and they haven't got green hair but the Humans have arrived on our beloved console. A puzzle game similar in sorts to Lemmings, have the Humans got the cuddlyness necessary to pull ahead of the cutesy rodents?

In the early days when the human race was a tad primitive, man was more than happy eating dinosaurs - none of this McDonald's business, and this is the era in which this latest puzzler is set. You start the game at the dawn of mankind. As you progress, your tribe's intelligence and the amount of actions you can perform are gradually increased.

The main game screen is in the same format as Lemmings. The puzzle for the first stage is to collect a spear that is on a high platform. This could not be completed if you were on your own because the ledge is too high up. However, by clever use of each tribe member and the various icons, you can climb on each others shoulders and reach it! And so the scene is set for the rest of the game, although the levels do get progressively harder. ■ ***BRAD***



Your spear has several uses, but you'll have to hunt it down first

Whoops! Our shaggy haired hero falls to a brutal death! Excellent!

IMPORT

PUBLISHER
Magictec
RELEASE DATE
Out Now
PRICE
£49.99

MEGA

SOUNDS
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
71%

OFFICIAL

PUBLISHER
Konami
RELEASE DATE
Out Now
PRICE
£44.99

Yeeeaaah! Leo takes to the air with the greatest of ease and brings Shredder's henchman down to their knees. The sewers may look pretty phooee but this is home sweet home for Turtles.

TMHT
HYPERSTONE HEIST

■ Once again the immortal cheers of Cowabunga sound out against the crime infested streets of New York. The Turtles are back and so is shredder armed with a miniaturising weapon of terror! Could it be turtle soup time for our beloved heroes?

Now, the Turtles have been going for quite some time but their popularity has diminished somewhat over the years and it is fairly true to say that past Turtle games haven't really captured the magic of the characters or the plots from their adventures.

Realising this past lack of inspiration Konami have managed to produce a game that looks Turtles, feels Turtles, plays Turtles and even smells Turtles.

TIP
Just bash the hell out of everything that comes your way! You'll be guaranteed instant success and maybe finish the game

The plot, as always is centred around the evil Shredder, arch enemy of the Turtles and general bad guy. He's thieved the precious Hyperstone, an object capable of miniaturising anything and anyone. The cheeky sod's practised with his new toy on New York which he now keeps on his mantle piece along with his other ill-gotten trophies.

With the Hyperstone in his control, Shredder is threatening to take over — the Turtles have other ideas!

Any of the four Turtles can be controlled with up to two Turtles playing simultaneously.

The action takes place through New York all the way to Shredder's hideout accompanied by the expected onslaught of Shredder's men.

Each Turtle is armed with his appropriate weapon which he can use in several different ways. Each one can perform flying kicks, axe kicks and even the Turtle stomp where the villain is smashed into the floor continuously. This proves satisying and extremely easy indeed.

At last, the Turtles have made it all the way to Shredder's hideout (a breeze) and the inevitable face-off with Tatsu. Yah! You're dead meat, sucker!

Eat Turtle slam, creep! The Turtle's weapons are obviously the most effective attack but you can give a backflip they'll never forget.

The two-player mode makes Hyperstone Heist even easier than in one-player. As soon as the enemy enter the screen you can batter them off again.

At the end of each level the Turtles must fight their way through the end-of-level guardians. These are tough characters and this is where the two-player game shows its worth.

However, even in one player mode Shredder's men are incredibly easy to smash. The first few levels take very little time to complete as all you are required to do is keep the firebutton held down continuously.

Yo! Surf's up, doods! This is basically more of before only on surf boards. This is where Hyperstone Heist really suffers - in the originality stakes. Each level consists of the same old enemies over and over again. Boring!

Hyperstone Heist is probably the best of the Turtle games so far but still doesn't do the Turtle world justice. The graphics are fairly impressive but the levels so easy that with two players you're guaranteed to breeze through quickly. There's lots of potential here but, unfortunately it's been used very sparingly. Hyperstone Heist isn't a terrible game, but the Turtles do deserve better. Let's hope the next title has more to offer. ■ ***WHITEY***

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

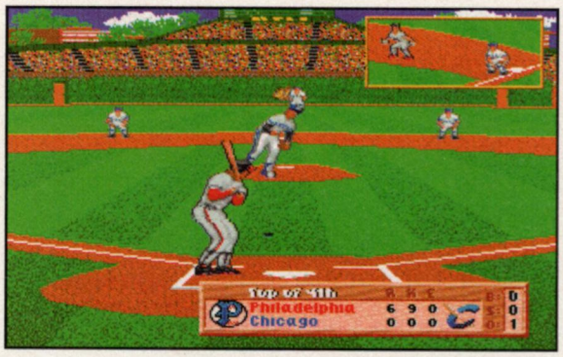
OVERALL
78%

■ The Teenage Mutant Hero Turtles were originally conceived as the Teenage Mutant Ninja Turtles but this title was considered too violent

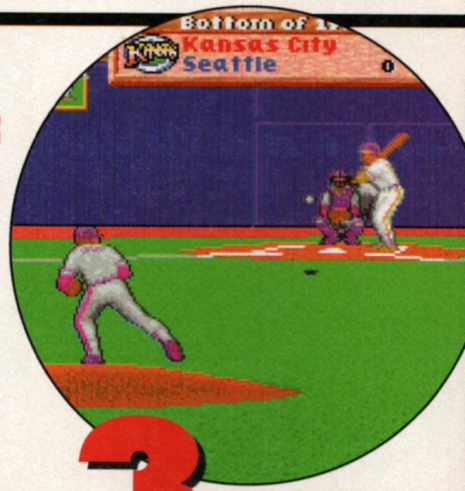
Don your helmet and your pads because you're up next!

OFFICIAL

PUBLISHER
Accolade
RELEASE DATE
Out Now
PRICE
£39.99



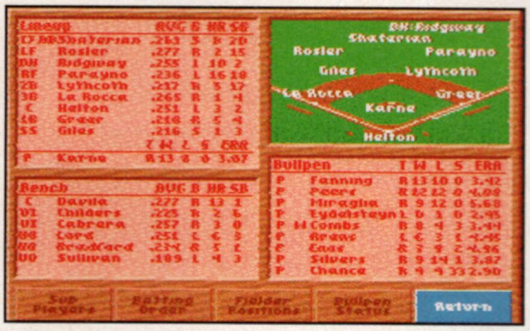
Here we can see the Chicago pitcher send a super fast ball hurtling towards the Philadelphia batter. Let's just hope his bat makes contact, otherwise big Al will be forced to shout you out



Eventually, the time will come when it's your turn to pitch the ball. If you've got a gripe with your opponent and it can't be resolved by putting points on the board, why not throw the ball directly at him

HARDBALL 3

■ Love it or hate it, baseball is a massive part of the American dream and to some krazy Yanks it's a way of life. It's the season again and Accolade have their third strike at hitting the Hardball in their latest release.



Using your joypad you can change the batting order, fielding positions, and warm up any of your substitutions if you like

Regardless of whether or not you've played any of the previous Hardball games you should have a rough idea of what to expect from this classy sports sim. The game follows all the rules we love and hate in what is the second most popular sport in the states, second only to American Football which make up most other American sport games.

TIP

It seems that the best throw is the curve shot. In most games of this kind it can catch the opponent of guard. You're out!

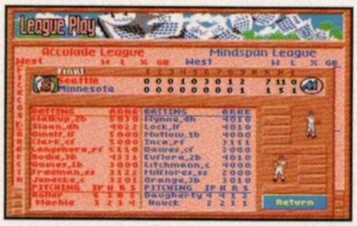
Several options are available from the main game screen. You can choose to play an exhibition game which will send you straight into the action. Alternatively, if you're into Statistics and player attributes you can buy players and create your own team and play in the big league!

When you actually get around to batting you'll see the action as if from a camera directly behind the batter. This enables you to time your swing at the ball. It's not just a case of pressing a button when you think you could whack the ball because before the ball is pitched you have to choose between several types of swing. The pitcher has a similar amount of options available to him, ranging from fastballs to curve shots. The idea is to vary your play so that your opponent can't develop his strategy.

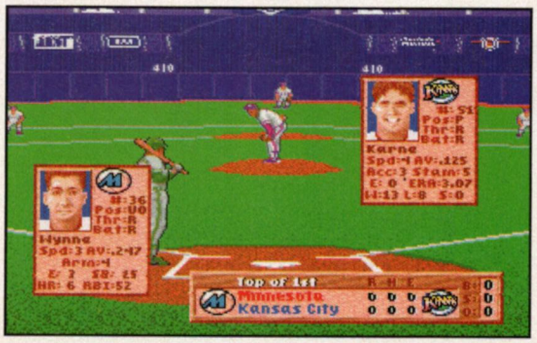
A feature that I've never seen before in a game of this ilk is that sometimes fast pitched balls can actually make contact with the batter's head and send him to the ground and, maybe even knock the unlucky gent out!

The biggest addition to Hardball's predecessors has to be the introduction of Al Michaels, the ABC sports correspondent who gives a commentary of the action as the game gets underway. Big Al may not be a household name over here but I'm assured that he's one major celebrity over in the states. We'll have to take their word for it!

Game statistics can be obtained off this screen. To any Baseball fan they'll love 'em but they will not mean much to the unitiated



This is the view you'll get when it comes to running bases. using the clever camera views



Batter up and it's your turn. After a few games you'll be able to anticipate when to actually swing your metal bat. Notice the on screen baseball facts

The problem with Hardball III is that there is just not enough new and inovative enhancements. Graphically and sonically the game is sound. Playability has been pitched (sorry) at just the right level. If you haven't any Hardball games the £40 price isn't a problem and, as such Hardball III is an excellent product. If you have, tread warily. ■ ***BRAD***

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL
89%

■ The Diamond isn't in fact a compacted piece of carbon, but the play area for this popular American pastime

IMPORT

PUBLISHER
Micro World/Epyx
RELEASE DATE
Out Now
PRICE
£29.99

Left: This is a shot of the not so impressive introduction screen

(LEFT) The chances are the Green party will love this

A major problem with this game is the lack of variety between levels

SLIME WORLD

Foolishly, Todd enters the atmosphere to investigate. Before he has chance to scan the planet, his electronic systems mysteriously fail, as do his craft's ion engines. Todd has to crash land with very little food and nothing else.

Todd is unwillingly forced to venture onto the surface of, what appears to be a planet made of slime. Taking the role of Todd, with the help of your low powered laser gun you have to navigate the caverns under the barren planet's surface trying to locate objects which could possibly be used to repair your ship. In true Aliens style, hundreds of xenomorphs live within the slippery walls, and roaming around their territory is not the safest of pastimes. The sound is poor and the graphics are small and untidy. I would certainly advise anyone to avoid this toady! ■ ***STEVE***

(ABOVE) Todd has been eaten alive by a Snapper, an alien hidden beneath the floor

This screenshot should be a good enough reason not to buy this awful game

MEGA

SOUNDS
GRAPHICS
ADDICTIVENESS
PLAYABILITY

OVERALL
48%

IMPORT

PUBLISHER
Sega
RELEASE DATE
Out Now
PRICE
£29.99

CHIKI CHIKI BOYS

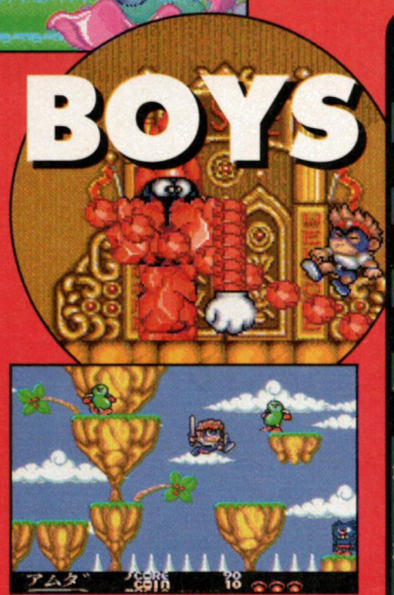
Chiki Chiki Boys is a platform adventure which will take you through dangerous forests, fiery volcanos and even swimming through deep oceans. As usual, you'll discover that the goal to your quest is to bring down an evil overlord who, not surprisingly has got far too big for his boots.

There's no way you're going to allow your land to be ransacked by this bad dude. So, off you trot on a mission to visit him and hopefully sort him out like real man should do.

The majority of levels are played with the action scrolling from left to right but there's the odd vertically scrolling level thrown in for good measure.

The visuals are wholly impressive and there's loads of different enemies to kill without the problem of repetition. ■ ***BRAD***

Looks are deceptive, especially in the case of this pretty dragon



Our chum leaps high to avoid being impaled on the sharp spikes

MEGA

SOUNDS
GRAPHICS
ADDICTIVENESS
PLAYABILITY

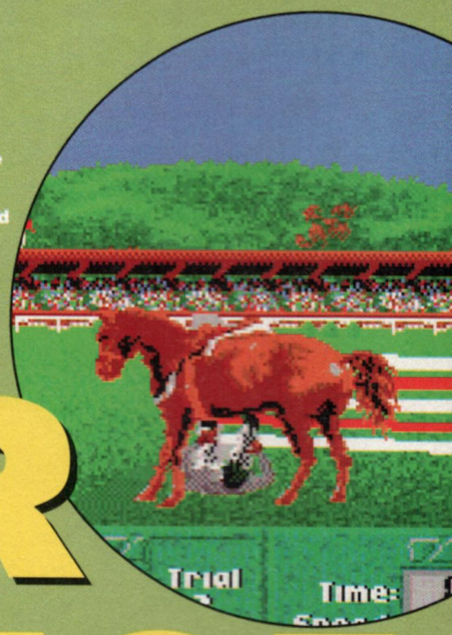
OVERALL
85%

Summertime fun in this sporty little number

OFFICIAL

PUBLISHER
Accolade
RELEASE DATE
Out Now
PRICE
£39.99

One of the better events you'll find squeezed onto this cartridge: Ten points are gained every time you hit the bullseye but you'll need a steady hand and a sharp eye



SUMMER CHALLENGE

■ Summertime was a top ten hit for rapper the Fresh Prince and his main man Jazzy Jeff way back in the Summer of 1991!

■ It's Summertime again and what better way to celebrate the sunny season than staying in a clammy room playing Summer Challenge, the new sports sim from those top funsters Accolade.

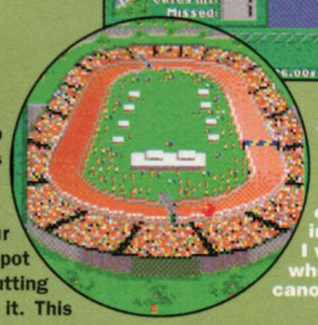
So what has this cartridge got that other sports sims haven't? Well to be perfectly honest there's very little new or original on offer. But who adopts a fresh approach nowadays anyway? What Summer Challenge does is approach an old and battered formula and attempt to inject a bit of life into it. Up to eight enthusiastic players can join in this Summery orgy of fun.

From the main menu your best bet would be to do a spot of training before actually putting your shoes on and going for it. This option is easily accessed – simply click on the relevant box and away you go! Once in this mode you'll find yourself presented with eight event icons. Again a simple click will take you straight into the action.

The Javelin was the first event I tried and to my surprise it actually kept me occupied for more than a couple of minutes. Fortunately the digitised player sprite wasn't based upon top sportster Fatima Whitbread. I really couldn't handle her chunky thighs wobbling from side to side, three cups of coffee, two blistered fingers and a whinging Editor later, I still couldn't beat the the tournament record. It's gone too far, i'd finally been beaten, and by a computer player!

In order to vent my my frustration I tried as best as I could to impale my athlete. Even throwing the spear 90° directly up in the air wouldn't work, ho hum!

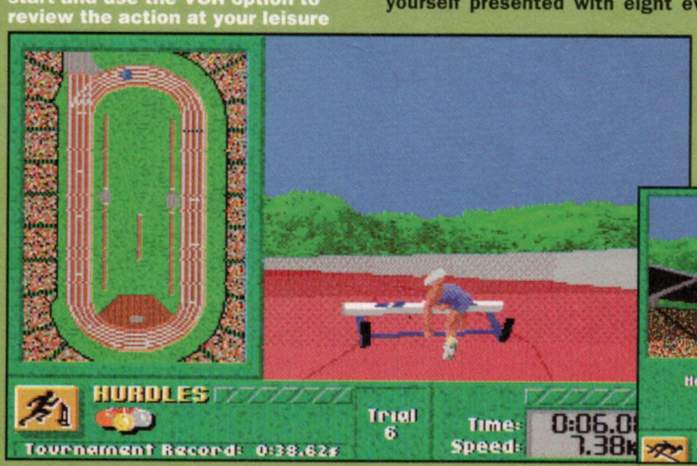
Kayaking is a sport for real men but I'm not so sure about the dodgy fluorescent safety head gear!

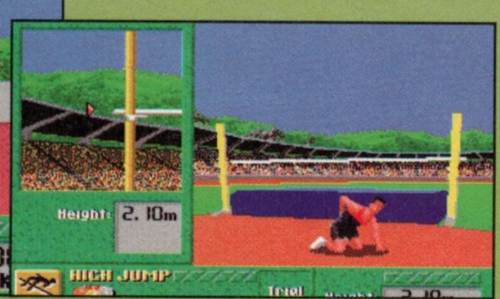


The fantasic arena from which the majority of events are intiated from. I wonder where the canoes go?

Up and over, the high jump proved no hassle to a games player of my caliber (ahem)

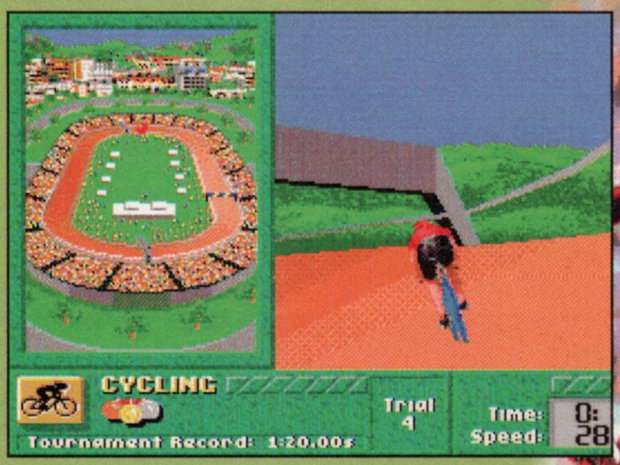
If you're particulary proud of your time in an event, simply press start and use the VCR option to review the action at your leisure



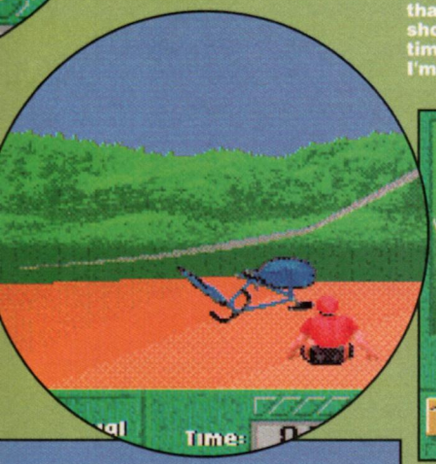


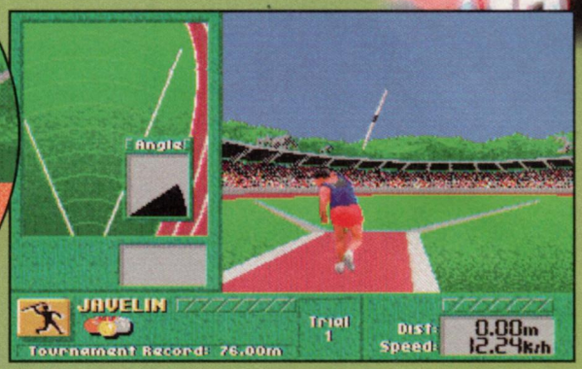
When you get bored, why not start causing your player character loads of pain? For instance, this is what happens if you miss the mat!

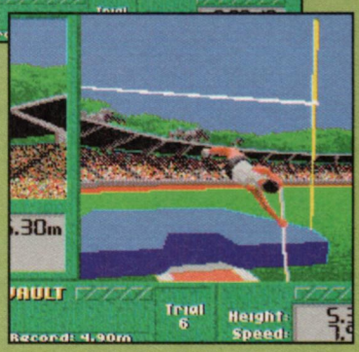
Whoops! This is what will happen if you don't time your jump correctly. Nothing a big splodge of Germolene can't sort out though



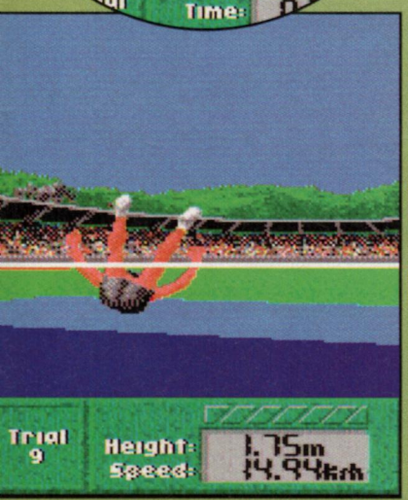
Simply tapping the button faster than you can shake a stick should ensure you gain a good time. Not much skill involved, I'm sure you'll agree







The amount of events could possibly sway any potential buyer. But quantity isn't everything, or so my girlfriend tells me!



Next up – Equestrian. This'll be a laugh, I thought. How right could I be? Imagine if you can, a 3D horse simulation where the action is viewed similar to a driving game! Imagine controlling a horse that handles like a car, that's exactly what this event is like.

The high jump section is quite demanding – the only way you'll ever be able to clear those vaults over two metres is by applying those years of gaming experience and timing your leap correctly.

TIP

Practice: Select the training mode and spend a bit of tiime on each of the events before actually entering the tournament

The Kayaking sub-game is pretty special and some sharp 3D routines have been used to create the thrill of the spray. On the left hand side of the screen there's a realtime map, which follows the river, whilst on the right hand side is the action screen where you control your canoe.

As you travel down the river you have to keep your eyes on the banks on either side because if you collide with them, the event ends and you'll lose points. Its not just a case of paddling wildly because you've also got to travel inbetween gates in order to get your name on the board.

Nearly all of the many events require you to tap repeatedly on the B button in order to increase and retain speed. This can be incredibly tiresome on the old fingers if you suddenly have to hold down the C button to perform a jump. Ooh, me pinkies.

The backgrounds and sprite graphics are exceptionally well-drawn. Sadly though, the animation is of a quality that can only be described as sub-standard. It's almost as though two completely independent teams created different parts of the game and then they got together and merged the two. This is all good and well for a word processor document, but it's totally unacceptable for a Mega Drive game.

On the sound front, there's heaps of digitised speech and crowd samples just floating around, ranging from the roars of an excited crowd to the wearisome cry of "false start" by the race official.

The tune that whines on throughout is bland and devoid of any kind of rhythm. Luckily the volume switch was close at hand thus saving any further embarrassment. So the auditory equivalent of a cheese grater didn't take its toll! Buy earplugs before you buy – then decide what to do!

Yikes, there's more rough than there's smooth with Summer Challenge. However, it'd be unfair for me to slag the whole game off because some parts aren't all that bad. The Javelin and Archery events are good yet the Cycling and Equestrian events are awful. It's an unoriginal game with a novel approach. Some of it is a good laugh but is it worth spending £40 for a giggle? Probably not. Have a look before you finally make your mind up. ■ **BRAD**

MEGA

SOUNDS

GRAPHICS

ADDICTIVENESS

PLAYABILITY

OVERALL 76%

MEGA TIPS

MIXED AND NICKED

Welcome to the Mega Tips. It is here that you will find all the latest hints and tips, Game Genie and Action Replay codes for all the latest and best Mega Drive games. If you've a tip code send it in to us...

SONIC THE HEDGEHOG 2

Well, there has to be one somewhere in this magazine and this is by far the best and most wanted cheat so here it is. Go to the options by pressing DOWN twice on the control pad during the title screen. Make sure you are playing Sonic and Tails. Now, go into the game using controller two, move the pad in any direction or press any button to discover you can now move Tails yourself. It is now real easy to work as a team but more importantly Tails, being invincible, can take on the task of defeating the bosses. To return to the usual format leave tails alone and pretty soon he will return to his former ways. Nice one, eh?

SONIC THE HEDGEHOG 2

Yet more cheats for this incredibly popular game!

1. Go to title screen and press START on the controller.
2. When the option screen appears highlight the sound test box. Now change the numbers in the sound test and using the B button play them in this order:
19, 65, 9, 17. You will hear a loud ring at the beginning of the tune. Now press the START button to return to the title screen. When the title re-appears hold the A button and press START to gain a level select screen.
4. More can be done as well as just the level selection now, so highlight the music test and play in this order with button B; 4, 1, 2, 6. Enter the game at any level you wish, collect 50 rings and you will now become Super Sonic! Press START and A to exit the level.
5. One final, and perhaps more interesting trick rests with highlighting the sound test screen with the level select sounds played. With the B button play 1,9,9,2,1,1,2,4. Choose a stage and hold down the A button and START to enter. Weird things happen when you press B to change into an object, A to change the object and C to duplicate. Oooooh!

BULLS VS LAKERS AND THE NBA PLAY-OFFS

To make things a little easier and the possibilities of beating the computer a little higher, press button C while displaying your teams stats to display your opponents statistics. Put the worst possible players into this team and return to the game. Eventually, the computer will change these players. So, simply repeat the process between quarters or during substitutions to allow yourself the edge constantly.

MYSTICAL FIGHTER

To find the three hidden bonus screens follow these directions:

The first screen is found in the first half of level one. Near the beginning of the level you'll pass a small red building followed shortly by two pairs of sliding doors. While in front of these doors push UP. Inside there are loads of crates full of special items.

The second screen is found in level two. When you reach the waterfall press UP while standing in the middle. You will now be able to catch the water-drops to restore health.

The third, and final screen is in level four. At the start of this level there is a bridge made of logs. Press UP in the very centre of the bridge to discover yet another screen full of special items.

CHUCK ROCK SEGA CD

This is some challenge and no doubt the odd level code would not go amiss for some of you. Those who don't want the whole experience spoilt look away now.

Level 2 *GJFKFN*
Level 3 *PDPKKN*
Level 4 *JWNTXF*
Level 5 *TSFNVP*

STREETS OF RAGE 2 SEGA

To bring up a different option screen ensure controller two is plugged in. On the title screen, press START on that controller. You will now enter a screen allowing the change of players, duels and options. Move the cursor with controller two to the options and hold buttons A and B together. With these still held press START. A new screen appears allowing you to select the number of lives you want and the difficulty, including two new ones, Very Easy and Mania (which is some challenge so tread warily).

JAMES POND II CODENAME ROBOCOD

On the title screen press and hold the A and C buttons down then point the control pad DOWN -LEFT. Now, while holding this position press START. When you release the controls a secret menu screen appears with stage select, sound test and control configuration.

DIAL-A-TIP

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Mega Tips, Mega Action, Europress Interactive Ltd, Europa House, Adlington Park, Macclesfield, Cheshire SK10 4NP

ACTION REPLAY/GAME GENIE CODES

Pro ACTION REPLAY

BATMAN

FFFE320007	Unlimited lives.
FFFE340009	Unlimited batarangs.
FFFE380001	Unlimited guided batarangs.
FF431C0006	Infinite lives.

BATMAN RETURNS

FFFE320003	Infinite lives.
FFFE34000A	Infinite batarangs.

DESERT STRIKE

095F8C1388	Gun capacity is 5000.
0049BE0000	Helicopter consumes no fuel.
006AA44A79	Infinite lives.
00689C4A79	This parameter is for unlimited fuel.
0049D07FFF	This parameter will start the game with 32767 armour.
095FCA0190	Hellfire inflicts 400 points of damage.
00D55A6002	Unlimited capacity on all weapons.

GAME GENIE

TMHT — THE HYPERSTONE HEIST

Both players are invincible
RHST-C6YG
Deadly attack uses no life points - player 1
BXYA-CA6L
Deadly attack uses no life points - player 2
BXYT-CA2G

NHLPA HOCKEY 93

Master Code (must be entered)	RH7TR60E
Period clock faster	ZJNADTC2
Period clock slower	ZJNACJC2
Infinite Time Outs	AWEAAA7Y
No Time Outs	AKYTAA3Y

US GOLD/DELPHINE JAP/US/UK

FLASHBACK

COMPLETE SOLUTION

In the year 2142 Conrad Hart, agent of the Galaxia Bureau discovers a terrifying secret. The human world is no longer a safer place to inhabit.

Waking up in the jungle your first task is to familiarise yourself with the controls. There are a combination of manoeuvres that require attention, namely dropping down while pulling the gun, a running roll and jumping to a higher platform. Consult the manual for exact button inputs.
To conquer the jungle drop down and pick up the Holocube, a timely reminder of your existence. Then, climb back up and head for the Cartridge. The robot in your way provides no real problem, just draw your gun and wait for the antenna to protrude before firing. Your first guard is simple enough to kill and will reveal the Cartridge on the floor. Pick it up and charge it in Energy Generator 01.

SHIELDS UP

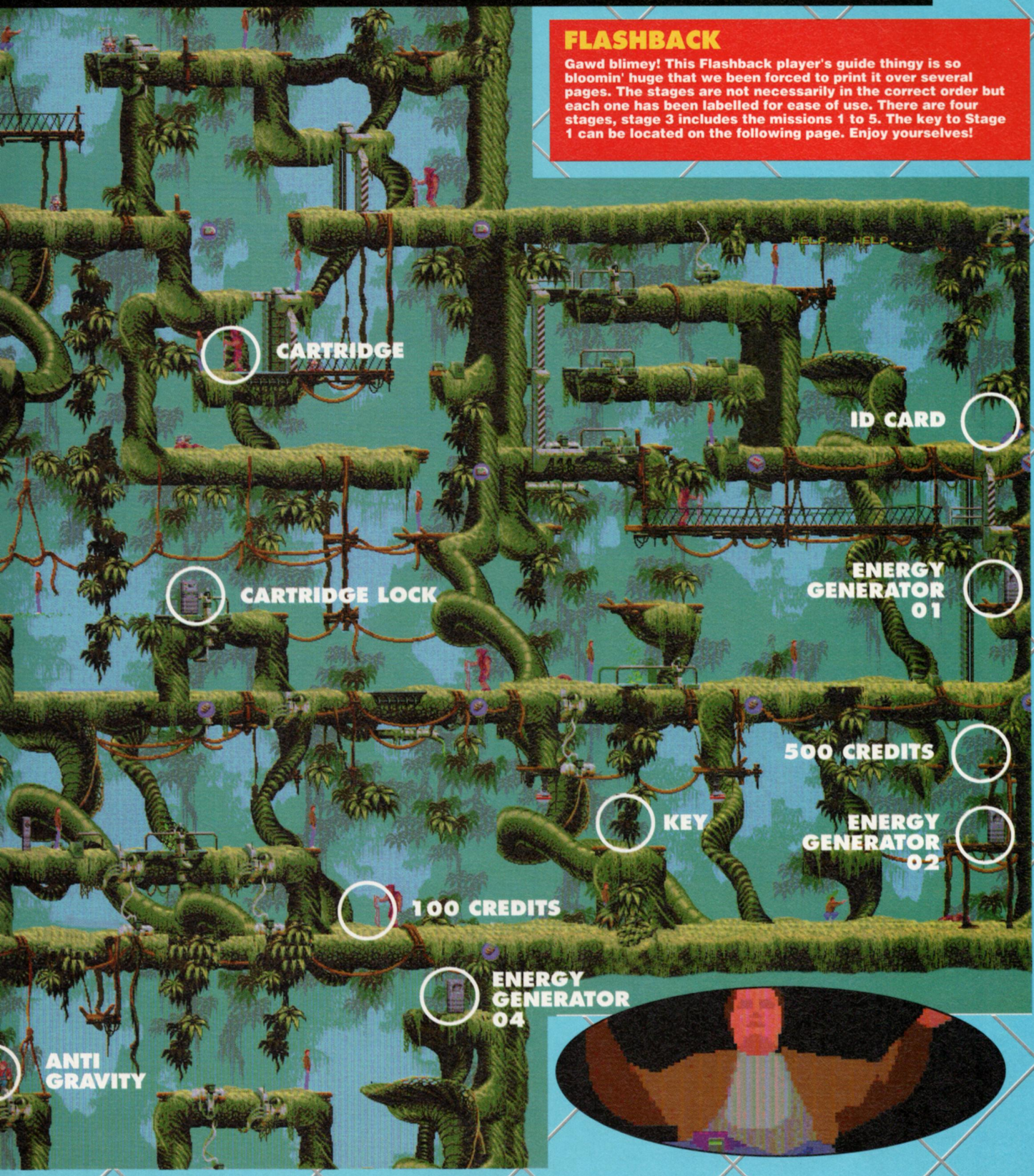
If you have lost any shield during your first conflict then now is the time to recharge. Simply highlight the item, stand in front of the unit and press the USE function. Work your way across to the cartridge lock and insert the charged cartridge in the device. The bridge will activate and a robot will advance. Destroy it. Take the lift up to the platform containing the Teleporter by leaving the stone on the triggering plate. By removing the stone you should be able to take the lower lift to a save point which will allow a restart from that position. Now it is time to exchange the Telecontroller for an ID card that allows some locked doors to be opened. By climbing up onto the gantry next to the Energy Generator 01 and tripping the lift plates you will now be able to make it to the wounded man. He will then make the swap.

LASER MAYHEM

Move back down and towards the energy bridge and cross over to drop down the lift shaft and confront the two guards. The right guard will always shoot the left one so keep this in mind when in combat. Switch off the energy trap and jump over the triggering plate. Pick up the key and grab the 500 credits. The trigger next to the Energy Generator will engage the two laser turrets on the previous screen which can be dodged by timing the climb and rolling away. Working your way back to below the save point will allow the use of the key to open the door. Jump down, shoot the two guards and go see the old man. By handing over the 500 credits you will be given the Anti Gravity Belt and a chance to jump into the ravine and onto the next level.

FLASHBACK

Gawd blimey! This Flashback player's guide thingy is so bloomin' huge that we been forced to print it over several pages. The stages are not necessarily in the correct order but each one has been labelled for ease of use. There are four stages, stage 3 includes the missions 1 to 5. The key to Stage 1 can be located on the following page. Enjoy yourselves!



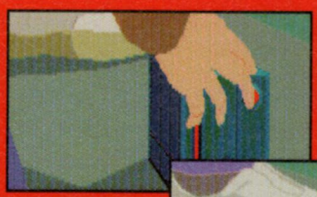
COMPLETE SOLUTION **FLASHBACK**

US GOLD/DELPHINE JAP/US/UK

FLASHBACK

COMPLETE SOLUTION

JUNGLE ITEMS

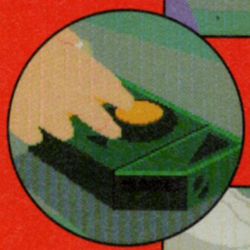


HOLOGRAM

Discover exactly what you are doing on this back-water planet.

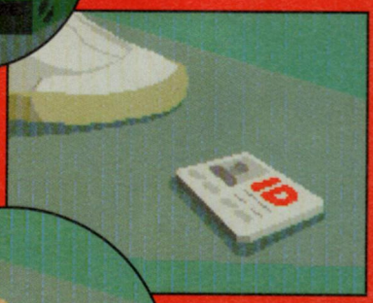
KEY

Open most key locked doors you might come across.



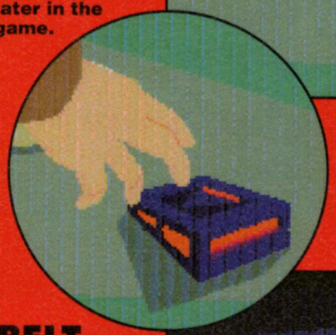
TELEPORT

Exchange this for the ID card with the wounded man.



ID CARD

Opens card locked doors and gets the Work Permit later in the game.



CART

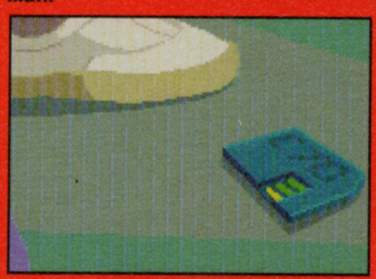
Charge then insert in the lock to bridge the gap!

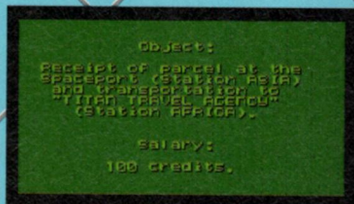
BELT

Jump off the ledge and be saved by this handy piece of design.

CREDITS

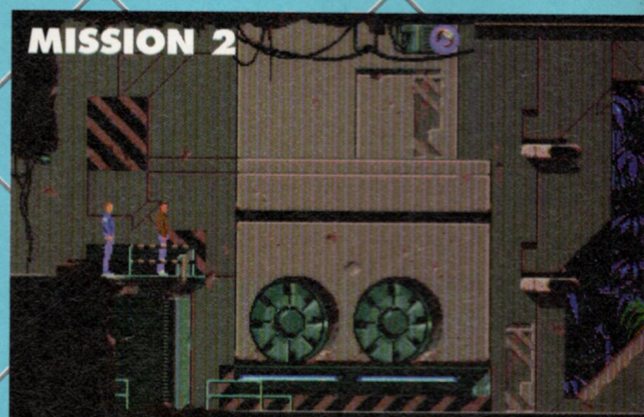
You will need 500 to make the transaction with the Old Man.




Object:
Receipt of parcel at the spaceport (station ASIA) and transportation to "TITAN TRAVEL AGENCY" (station AFRICA).
Salary:
100 credits.

STAGE 3
MISSION 1

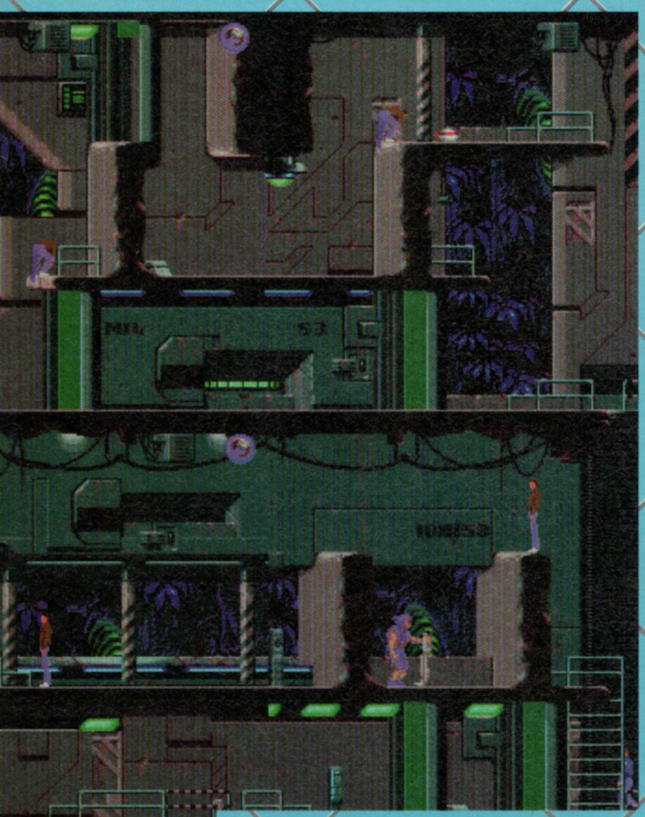
MISSION 2



This really is quite simple. Keep in mind that the VIP will wander off while you climb around tripping the gates and opening doors. The far left room introduces you to the power globe which emits a current drawing off your shield. They can only be killed in the upright position. This far room also contains the key to open the only key lock. On completion you are teleported back to the job centre and this is a good point to save your progress.

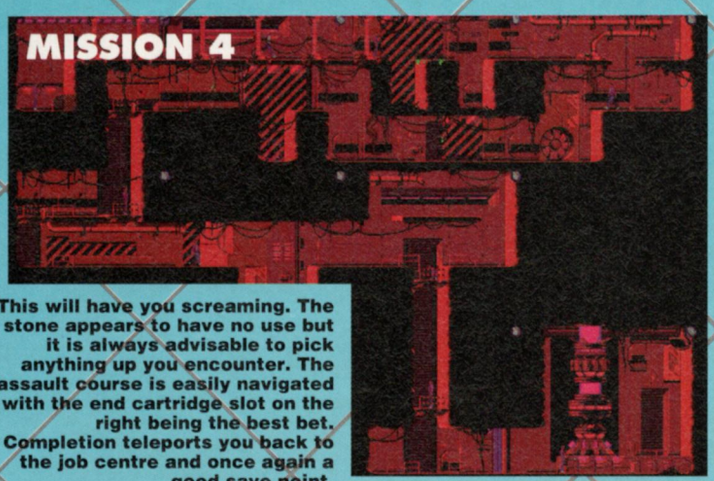
The entrance to the Restricted Area 3 is the at the top of the lift in Europa. Immediately jump far right to land on the guard. He will shoot the guard left so now hit this guard over the head with your gun. Drop down to the next two guards using the shield to block any shots. Take the key. Keep working down, remembering that two guards standing together will shoot each other at the slightest chance so use this to your

Watch for the guard who shoots on sight outside the African branch of the Titan Travel Agency. Hand over the parcel at the end desk.



Go to America and speak to the drunk at the bar. He will tell you of the Police connection and of a Rendez-vous at Restricted Area 1. Go there to make a deal and news of another meeting behind the bar. Behind the bar a guard will attack you from behind so be ready with the gun. The man informs you that the Cyborg is below in the den and you can obtain the key from the Policeman back in Restricted Area 1. The Policeman is not so co-operative this time round and the resulting battle will provide the key for the base. Insert the key back in the bar and save your progress immediately. There will be a couple of characters to kill here, the hardest to remove being the Cyborg who will take at least half a dozen shots to kill. The trick is to roll when the enemy teleports.

advantage. Some locks will require a stone on the activation plate to keep them open. The scene with the Death Tower poster in it can only be crossed with a running jump to the bottom which will mean you are hanging on by the fingertips. Climb up, timing the shield to kill the guard and then work your way up to the key top left. Drop down and go right, you will have triggered the laser turret so remember to keep low when coming back. Kill the guard and get the key at the bottom of the annex. Completion is by killing the power globe in the tunnel.



This will have you screaming. The stone appears to have no use but it is always advisable to pick anything up you encounter. The assault course is easily navigated with the end cartridge slot on the right being the best bet. Completion teleports you back to the job centre and once again a good save point.

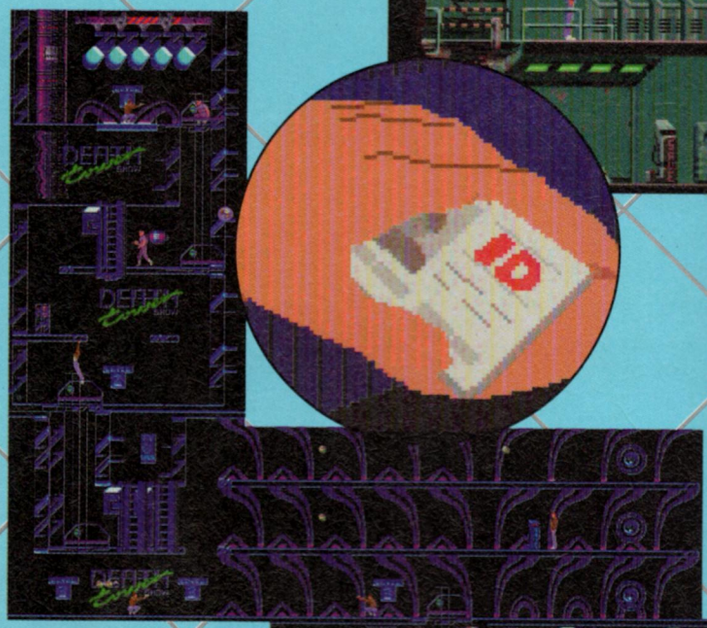
COMPLETE SOLUTION FLASHBACK

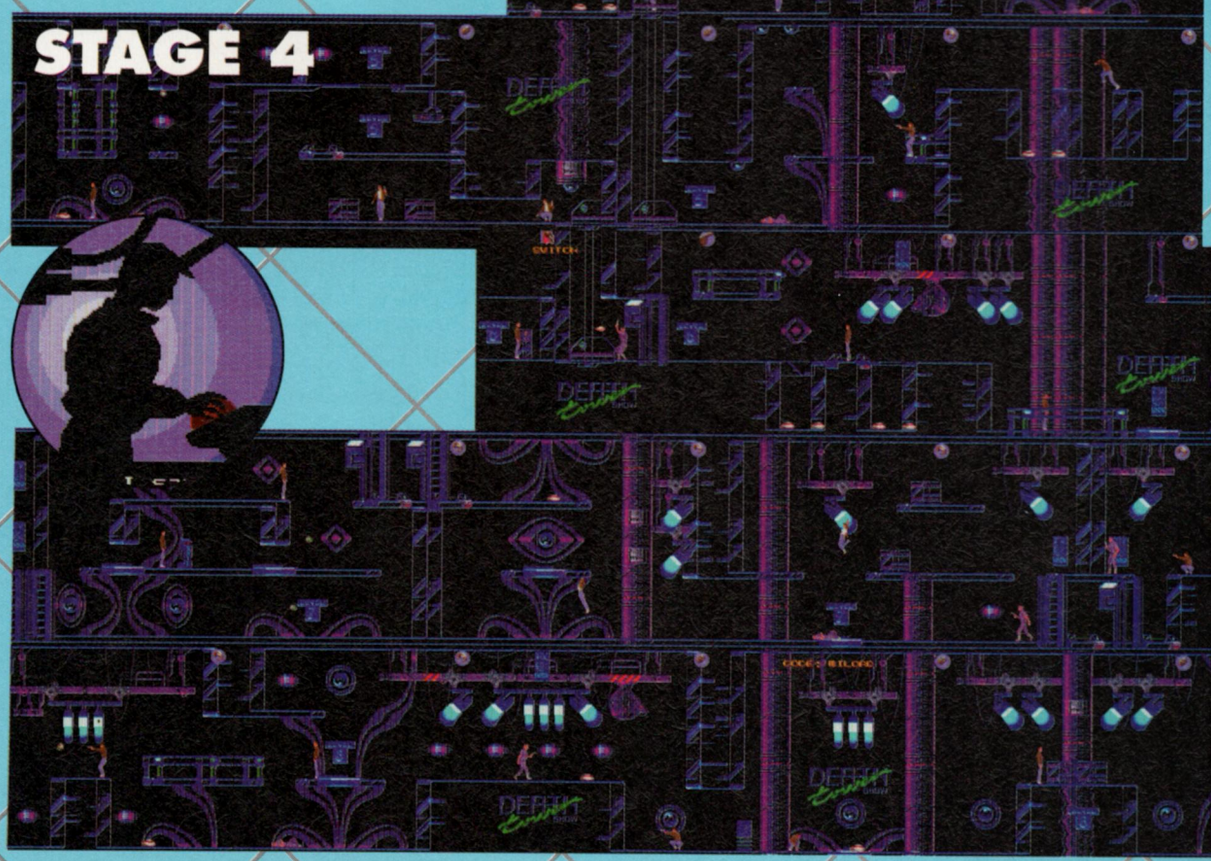
US GOLD/DELPHINE JAP/US/UK

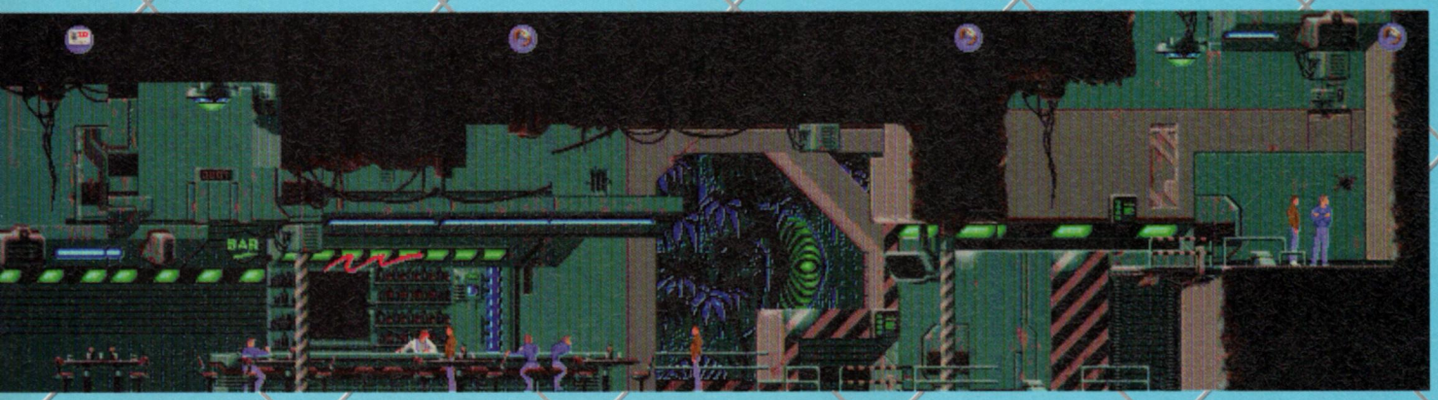
FLASHBACK

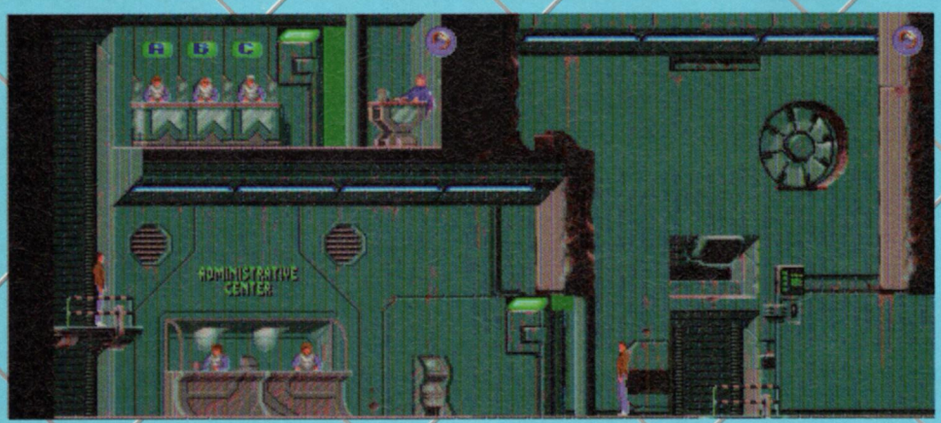
COMPLETE SOLUTION

A blow by blow account will not really be much help here as much of this is the same as previous levels. The save points and Energy generator points are very important to remember as they are the key to survival. Keep in mind the combat techniques with the Teleporting enemies and the Power Globes. The laser trips should be timed so the enemy is in a vulnerable position. Remember that the screen is wrap around and you will have to sometimes travel extreme right to trigger a device or door extreme left. The map should provide the information to calculate the correct routes. The tasks of each screen, once you enter will be very apparent. Work your way up and the final confrontation makes you the official winner and the prize, a ticket to Earth (one way) puts you back in the driving seat for the next battle. If you are having difficulty following the instructions consult the maps. These will help you visualise what to do.





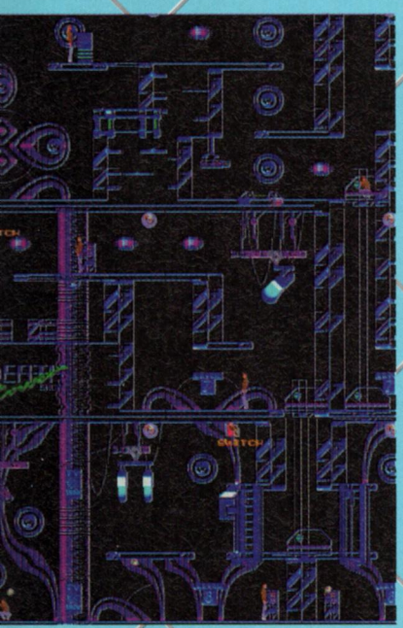


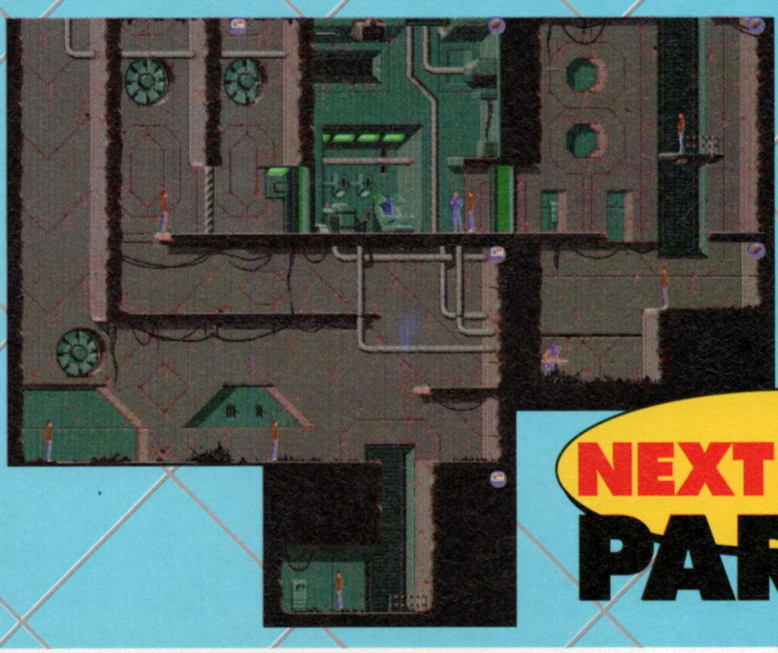


Take the Taxi and head for the bar in America. Speak to the barman and meet Jack outside the front of the bar. He will tell you that the papers you require to gain entry to the Death Tower are going to cost you 1500 credits, 1500 credits more than you have.

All is not lost and by going to the City Hall by Taxi in Africa a Work Permit can be obtained only by going through the red tape and exchanging the ID card with the boss. The Work Permit will allow you to take on part time jobs so that you can earn yourself some juicy credits which will allow you access to other levels.

Take the Taxi once more to Europa where the Job Centre Mission Screens inform you of the job and the money available for completion. Inserting the Work Permit accepts each task.





Best course of action is to jump up then up to the entrance of the base. Shoot the guards by accurate use of rolling and good shot timing. Talk to Ian and he will invite you to take the chair and have the memory restored. Another chat with Ian will reveal the next task, to go out on the planet Titan and get enough money to pay Jack the Forger for some papers.

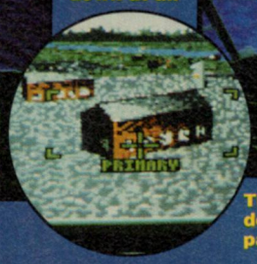
NEXT ISSUE PART 2

COMPLETE SOLUTION **FLASHBACK**

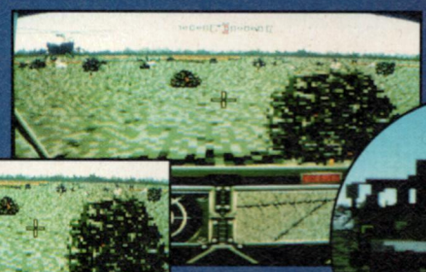
THUNDERHAWK CD

Thunderhawk CD has improved upon its computer version tenfold. The scaling and rotation is absolutely stunning!

Even though the graphics are this good the game does not slow down at all



The vehicles were designed on a CAD package then compiled



The mission screens and de-briefing have been digitised for the ultimate in CD realism

THE CORE OF MEGA

UK software houses are already challenging to produce the biggest and best Mega CD products. One of the leading companies developing CD material is the latest edition to the Sega clan, Derbyshire based software house, Core Design

Mega Action paid a visit to Core Design to find out just what this secretive software house was up to. It soon became apparent that we had bitten off more than we could chew! Jeremy Smith, founder of Core Design spilt the beans and left us in deep shock...

MEGA ACTION
Core Design have been a major force in software development and publishing for quite some time now. When and how was the company created?

CORE DESIGN
Founded in 1988 by myself, Core Design set out with one clear objective in mind — to produce superior quality software for publication by mainstream European publishers. The first development assignment was for a horizontally scrolling platform game entitled Rick Dangerous for Firebird. After that came a multi-conversion of the Sega coin-op title, Dynamite Dux plus another of their titles, Action Fighter. Monty Python for Virgin and Gremlin's Switchblade followed and within eighteen months Core Design were one of the most respected development houses in Europe.

What was the first product Core Design developed and published under their own flag after deciding to go independent?
Corporation, a 3 dimensional, role playing adventure game set in the future. This title, released in August 1990 was one of the first products to use scaled sprites. The software industry and the consumers went mad over it!

What would you consider the main contributions to Core Design's incredible success?
Probably producing the right products at the right time. We have continually striven to produce products which have market appeal and represent good value for money too. The consumers have obviously liked what we've published. Products like Corporation, Chuck Rock, Thunderhawk, Heimdall and Jaguar XJ220 have all become best sellers.

How many development guys are presently working at Core Design?
About 40 but the number's increasing every month!

What's this we hear about Core Design becoming an official Sega developer?
The deal basically means that Core Design are now able to publish games on the Game Gear, Master System, Mega Drive and Mega CD throughout Europe. This is a fairly prestigious accolade to the extent that only eight other publishers in Europe are licensed to do so.

With the advent of the Mega CD what major improvements in software can we look forward to seeing from Core Design?
Mind-blowing games like Thunderhawk which has been specifically re-written for the Mega CD. This is the first game that will utilise these exciting new hardware capabilities to the full. The game includes rotating and banking landscapes, hardware scaling and rotating sprites that are used for every enemy vehicle along with trees, rocks and buildings. The intro sequence uses 3D fractal generated landscapes with rendered 3D models overlaid. Is that enough for a start?

And what will be the first product we can expect to see from Core Design on CD and how does it better on the floppy versions?
Chuck Rock II — Son of Chuck is the first product to be released on all four Sega formats in August of this year. The game differs from floppy versions to the extent that sound, colour and effects have all been beefed up an awful lot over the Amiga.

Thunderhawk CD was being demonstrated at the ECTS and caused quite a sensation within the industry and public

CD

What will be the cost of this product?
We haven't formulated the exact price points of these formats yet.

Is it easier to develop on CD than on floppy or cartridge?
It's not easier because it's far more of a speciality than anything else. Obviously, the hardware is far more sophisticated. That in itself offers the opportunity to produce games with better sound and graphic qualities. This in turns means allowing a greater development schedule for CD products.

How would development times compare between the same product on different formats, say CD and floppy disk?
The CD product would probably take at least 50 percent longer if it was an original title.

How involved in Core Design's development of CD and cartridge based products does Sega like to be?
Sega Europe are constantly in touch with us regarding the development of our new games. After all, it's in their interest to know what's up and coming on their machines. It would be foolish if they didn't.

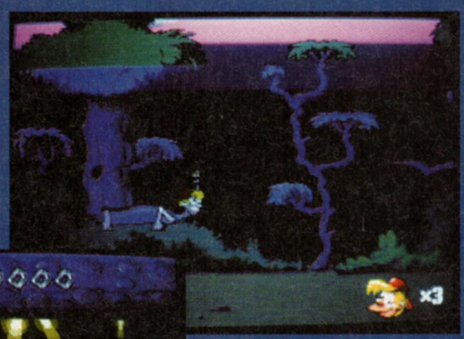
Can you tell us how many developers are working on Thunderhawk CD and is this figure substantially different from the amount expected to work on floppy or cartridge games?
Thunderhawk on the Mega CD is the work of just three people. The product is being programmed by Mac Avery (Amiga XJ220 and Thunderhawk) and the graphics are being created by Jason Gee who was also the graphic artist on the same games as Mac. Martin Iveson, responsible for the music on XJ220, Chuck Rock II and Heimdall is also working on Thunderhawk.

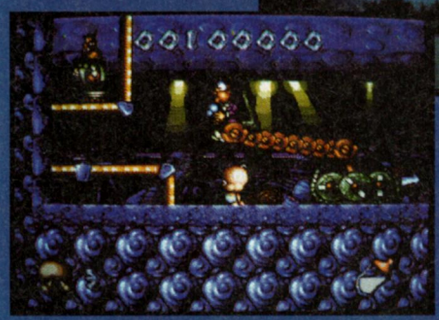
Do you believe that other software publishers will put as much work into their CD products as Core Design seem to?
I would imagine that they would have to. It's a very competitive market out there and the advent of CD technology has brought along with it an increasingly discerning consumer.

What else can we look forward to seeing from Core Design in the future?
We're developing a platform-based puzzle game for the Mega CD and the Mega Drive entitled Bubba 'n' Stix. We're also storyboarding a sequel to Thunderhawk set in space.

THE FUTURE OF CD

Bubba 'n' Stix is currently in development at Core Design and will not be available till later this year. The game has only just been successfully storyboarded by the story designer





You can expect to see Chuck Rock 2 — Son of Chuck on Mega CD in August. The graphics have been considerably upgraded for the launch of the CD version as has the sound and animated sequences introducing the story and plot

Have you major plans for Mega CD and have you anything that's set to rock the foundations of CD games?
Since we started programming Amiga games back in 1988 we've always had our minds on new and developing hardware trends. We will apply the same strategy to CD development and continue to be at the forefront of all new applications.

Depending on the success of the Mega CD will Core Design consider ceasing development on cartridge games?
We've been working towards becoming an approved publisher for Sega Europe for the past two years. The cartridge market has a massive installed user base right now so it would be rather foolhardy to even consider ceasing cartridge development.

Thank you very much for talking to us Jeremy.

MEGA WIN!

CHUPA CHUPS LOLLIES AND MEGA CD

The Chupa Chups is the most famous lolly in the world. In conjunction with *Mega Action*, Chupa Chups are offering you the chance to win a Mega CD and oodles of lollies.

Even as you read this, 60,000 children all around the globe will be sucking on a Chupa Chups, the premier lollipop of which over twenty billion units have been sold to date. Mega Action in association with Chupa Chups, who sponsored Gremlin's Zool game, is offering absolutely tons of Chupa Chups lollies and a Mega CD in this once in a lifetime competition.

Now, what better pastime could you imagine while sucking a Chupa Chups lolly? Playing your Mega Drive of course. But what if you could attach your very own Mega CD and play the latest in CD technology. Thanks to Chupa Chups that dream could now become a reality.

What we want you to do is answer three easy peasy questions on Chupa Chups. The winner will receive a Mega CD and a huge Chupa Chups rocket crammed with multi-flavoured lollies, plus a Chupa Chups endorsed Zool T-shirt. Second prize consists of a Chupa Chups rocket and a Zool T-shirt. Eight runner-ups will each receive a Zool T-shirt.

THE QUESTIONS

1) How many Chupa Chups lollies are being sucked right now?
a)20,000 b)60,000 c)100,000

2) How many Chupa Chups lollies have been sold to date?
a)10 billion b)15 billion c)20 billion

3) Where is the German Chupa Chups headquarters?
a)Bonn b)Munich c)Berlin

Use the following number to phone in your answers to the questions, not forgetting to leave your name and address.

JUST PHONE 0891 515434

Entries to be in by the 30th June 1993

Calls are charged at 36p per minute off peak and 48p at all other times. The call will last under two minutes — ask first if you don't pay the phone bill.

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In order that we at Mega Action can continue to provide you with the most definite guide to the Mega Drive we need to know exactly what it is you, as a Mega Drive owner looks for in a dedicated magazine. Therefore, we have compiled this survey for you to fill in and return to us and who knows, you may even win a free game!

ONLY YOU

Are you:
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What is your age?

.....

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ACTION ONLINE

WE DO IT ALL FOR YOU

We thought we'd take time out from writing all those reviews to give you the opportunity to have your say. This page has been put aside so that we can explain some of the forthcoming regulars that are going to be implanted in the next issue. So what have you got to look forward to?

ACTION ONLINE

Have you got any old cartridges that you don't play anymore? Have you a message that you feel the whole Mega Drive fraternity would benefit from hearing? Well, if this is case then the Mega Action Action Online is for you. It's an area in Mega Action that's devoted to you. So how do you get online? Simple, all you have to do is fill in the coupon with your text and tick the box so that your message is put in the relevant section. Can you believe this invaluable service is FREE. A brief explanation of all the facilities are listed below:

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LONELY HEARTS

Do you spend far too much time playing your Mega Drive? If you do the chances are your lacking in romance. If you're that sad and desperate that you need a boyfriend or girlfriend but couldn't chat someone up for toffee then this is for you.

JOKE SHOP

Have you heard a console related gag? Do you know the one about the Nintendo owner with a watermelon in his trousers? If you do you'll enjoy this little section.

MEGA SWOP

At Mega Action were hoping to take a break from the norm with 'Bullet Points'. If you think you've got what it takes to write a good letter, be it regarding Mega Drive and accessories or if you have something you just want to get off your chest then why not write in. We'll try and answer all your letters regardless of how sticky the reply will be! There may even be a prize for the best letter we receive during the month.

Do you know of any new industry secrets? Have you got contacts where it matters? If you've got some information that you feel we should know contact us through the Bullet Points desk. Mark your letters for the attention of the Bullet Points Swop and send them to the address on the Online coupon below.

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MEGA LIBRARY

■ If you are confused by the vast amount of Mega Drive games available and find choosing a game almost impossible, look no further! We have compiled the most definitive guide to all the best Mega Drive games around. These have been Mega Action tested for total playability and addictiveness. Next month sees the introduction into the Mega Library of role-playing games.

DRIVING GAMES

MICRO MACHINES
CODEMASTERS

Just how original is this game? The gameplay and playability is second to none with head-to-head options, 12 characters to choose from and a hectic one player option.

90%

ROAD RASH 2
ELECTRONIC ARTS

Very similar to Road Rash but with an added two player option. The game, to be fair, is quite a bit tougher than the original, with added gangs and faster graphics with the odd enhanced bit of scenery.

90%

LOTUS TURBO CHALLENGE
ELECTRONIC ARTS

Well it all sounds a bit dull doesn't it? Driving through various terrains at top speed! Well it isn't. It is fast and furious with the added head-to-head option. Beats the pants of any other drive-at-top-speed Outrun-type offerings.

88%

F1 CIRCUS
NICHIBUTSU

Looks a tad odd but plays well. Second on the grid to the successful Super Monaco series. Graphics have suffered only in the course of providing you with a greater simulation of F1 life.

88%

SUPER HANG ON
SEGA

Climb into the leathers and hit the tarmac. It seems more relevant as this is a true F1 motorbike simulator and it is quite difficult to control accurately around the twists and turns. On saying that, the game runs fast and furiously and ranks as one of the best driving games for the Mega Drive.

89%

TEST DRIVE TWO
ACCOLADE

This is racing with an edge. Climb aboard something demonically fast and race your heart out through the wastelands of America. The computer throws some pretty daring adversaries at you.

84%

SUPER MONACO GP 2
SEGA

A dressed-up version of Monaco GP, this second offering gives improved handling and a bit more to think about while screaming around.

90%

SPORTS GAMES

JOHN MADDEN FOOTBALL 93
EASN

Third in the series and it just keeps getting better. Play all-star teams, compete in the Super Bowl or just hammer your best friend. Without doubt the best American Football in a chip.

92%

NHLPA HOCKEY
EASN

The sequel to EA Hockey, this appears as the benchmark in ice entertainment. The skill level is reduced to a degree of luck but the fight sequences seem to be a winner.

90%

PGA TOUR GOLF 2
ELECTRONIC ARTS

It would appear sports are the territory of EA and this offering is again a classic among classics. Just about every course and player lives in this cartridge – play tournaments against them, with a friend, or do it all for money.

91%

SIDE POCKET
DATA EAST

You will no doubt have seen this in the arcades, maybe you were even tempted to play it. This is addiction immortalised on the Mega Drive with added bits to boot. Pub Pool without the wait and tipless cues.

88%

SPEEDBALL 2
VIRGIN

OK! OK! Maybe not exactly a recognised sport but regardless of the dateline this is still a game with a ball – handball with spikes. Reduce your aggression and whip your friend in this, the best of its kind.

90%

JOE MONTANA 3
SEGA

Not as user friendly as the mighty Madden counterpart. A few nice touches which include a league and a change in viewpoint of the game. But the overall result is a tad complicated. For the serious fan only.

85%

TEAM USA BASKETBALL
EASN

The best way to shoot hoops on the Mega Drive. Although just a bit easy, this still stands out as the best basketball simulation, especially with the special moves. Very humiliating for the opposition.

88%

OLYMPIC GOLD
US GOLD

Ouch! Do my fingers hurt! This is the best way to destroy those perfect little buttons on the joypad. Although it looks good, the overall opinion is one of quite a dull game.

78%

WORLD CLASS LEADERBOARD
US GOLD

Sitting quietly in the shadow of the PGA series, this offering suffers in comparison. Nice to look at but playability lacks somewhat. Perhaps for the Golf fanatic only.

80%

SPORTS TALK BASEBALL
SEGA

A blow-by-blow live commentary makes this stick out from the crowd but baseball was never meant to be on the console, as numerous offerings now indicate.

78%

AQUATIC GAMES
ELECTRONIC ARTS

Ermm.... We suppose it should be here. Pond is back is this olympics-style game. Button bashing mayhem amongst juicy graphics and some quite challenging events. A place amongst the medals certainly. Oow!

90%

WWF SUPER WRESTLE MANIA
FLYING EDGE

Quick, spout long golden hair and talk with an amazing degree of confidence about sitting on people! Wrestle mania hits the Mega Drive big time. All in all, it's two player canvas mayhem, though the single player option tones it all down a bit. A good effort at simulating the ruff and tumble aspects of this great, and extremely popular sport

89%

CALIFORNIA GAMES
SEGA

Find out what every American does in their spare time. Well, every long haired, BMXing foot-bagging patriot anyway. Great multi-player challenge but alone, nothing to get excited about. A worthy try at a difficult theme but one that just fails to make the grade.

78%

EUROPEAN SOCCER
VIRGIN

Manchester United in Europe reborn on the Mega Drive, this particular version of soccer is really quite exciting. Although quite easy to beat, the two player option gives months of enjoyment. Whether a two player option warrents the purchase of a game is entirely up to you. Our opinion — nah!

84%

BEAT 'EM UP GAMES

BUDOKAN
ELECTRONIC ARTS

Choose your weapon, be it nunchukas, or one of those long bamboo sticks. One or two player options, loads of different weapons and martial arts ensure longevity.

75%

DOUBLE DRAGON
BALLISTIC

Identical, that's what this is. An arcade conversion perfect in every way. One of the minus points is the fact that all the bugs remain. Whoops! If you're a bit partial to giving out a good hiding left, right and centre, you'll love this. No excuses, just dive straight in.

82%

GOLDEN AXE
SEGA

Double Dragon with swords and magic! Your quest is to kill the Death Adder, a really big muscly bloke with a fabulous Golden Axe. Two player fun with the added bonus of being able to hit each other. Yep, a definite thumbs up.

85%

GOLDEN AXE II
SEGA

Bigger? Yep. Better? Yep. This sequel came out a long time after the original so therefore the programming is better. But, to be perfectly honest, it has nothing much more to offer. If you want more of the same then this is for you.

90%

PIT FIGHTER
DOMARK

Digitized graphics grace this brilliant beat'em-up. Set in the deadly world of illegal pit-fighting, it's one of those games that people slag off but it grows on you the more you play.

89%

SPLATTER HOUSE 2
IMPORT

Sick, slick scrolling beat'em-up. You're a complete madman roaming around a house teeming with monsters. All manner of weapons can be found, chainsaws and baseball bats being the best. Disturbing gameplay. Not for kids.

88%

STREETS OF RAGE
SEGA

A scrolling Streetfighter is the best way to describe this smart cart. You can choose between three characters, all of which have different attributes and skills. There are plenty of moves to keep you occupies. Great stuff!

89%

STREETS OF RAGE 2
SEGA

Those same streets are causing trouble again. The good-guy posse reunites and goes on the rampage, kicking and punching anybody or anything that stands in their way.

68%

TWO CRUDE DUDES
SEGA

Hmmm, another one of those old chestnuts which everybody seems to love. The nuclear holocaust has arrived and the survivors are forced to fight for food and their lives. Features chunky graphics and some bizzare weapon pick ups, such as your team mate.

80%

WRESTLE WAR
SEGA

Way before WWF was even considered becoming a console game, Wrestle War was being programmed. Unfortunately, it doesn't have the same pazazz as those big nobs in the WWF. This'll only appeal to hardened fans.

81%

WWF
FLYING EDGE

Hulk Hogan is no doubt the selling point for this first grapple with the likes of the WWF team. The graphics are really good though, as are the moves and your favourite star will be instantly recognisable.

83%

PLATFORM GAMES

ALIEN 3
FLYING EDGE

Imagine, if you can, Shinobi with Aliens and face huggers running around. Well, that's what Aliens 3 is about as you take control of the bald babe Ripley, as she tries to repel the increasing amount of deadly beasts. Slick!

89%

ANOTHER WORLD
VIRGIN GAMES

A strange scientific experiment sends you spinning into another world. It's very rare you get a game that has it all, the looks, the sound, the gameplay. This is a classic in every sense of the word. Buy it, and leave the real world behind!

90%

BART V's THE SPACE MUTANTS
FLYING EDGE

Bart's back and this time he's poorer than ever before. Yep, it was a sad day when we first set our trained eyes on the screen. Never mind, the cheeky Bart sprite adds the humour. Unfortunately, it hardly really warrants the £40 price tag.

71%

BATMAN
SEGA

This game's a pile of tosh! Saying that, the graphics are quite dreamy, although you'd have to be a real Dark Avenger fan or extremely stupid if you were to fork out hard cash for this.

83%

CASTLE OF ILLUSION
SEGA

You've sung the song, you've watched the film, now put yourself in the ears of the world's most famous mouse. A classic game with a massive playing area. Graphically brilliant and sonically sound, why not treat yourself and bring the little kid out in you? We guarantee that you will not be disappointed.

90%

CHAKAN – THE FOREVER MAN
SEGA

Chakan, the undead swordsman, has been granted his wish for immortality. His quest takes him over various locations throughout the living world in an attempt to the rid the earth of all evil. Excellent mix of cutesy and platform ingredients.

88%

DECAP ATTACK
SEGA

A platform game that's so good you'll lose your head! Yep, as you can probably guess, you only have one weapon in your arsenal — your head, and you've got to throw it at the baddies. Bizarre!

76%

ESWAT
SEGA

We remember the first time we set eyes on this classic game. We must say, everything about it was superb but that was then and this is now. The graphics are looking dated but the gameplay has stood the test of time.

81%

FANTASIA
SEGA

Cartoon-like animation shows exactly what the Mega Drive can do. It's also priced at a tenner less than most other games which can't be bad . One major problem is the difficulty level which is set far to high, but don't let this put you off.

80%

GALAHAD
ELECTRONIC ARTS

If you've ever played a game on the 16bit computers called Leander then you'll know all about this. Sir Galahad sets off on a quest to rid the world of dragons and other evils.

87%

GHOULS AND GHOSTS
SEGA

The game that launched a thousand Mega Drives and one of the first official releases to hit our shores. A classic game that is not showing any signs of its age. A fine example of what the Mega Drive can really do. The ultimate arcade conversion. Buy it now!

90%

GODS
IMPORT ONLY

Those Bitmap Brothers get everywhere. The masters of code have had their Number One computer hit converted to the Mega Drive. Incredibly huge and very playable indeed, make it a definite addition to your games collection.

83%

JAMES POND
ELECTRONIC ARTS

James Pond does for fish what Sonic does for hedgehogs. As much a platform game as a puzzler, it features some really cute baddies, making this game a real joy to play.

82%

JAMES POND II
ELECTRONIC ARTS

Better than the original and a massive playing area to boot. This features all the ingredients that its predeccessor offered, plus plenty more.

92%

KRUSTY'S FUN HOUSE
FLYING EDGE

Krazy klown kapers in what appears to be a kind of Lemmings variant with Bart Simpson thrown in for good measure. Your goal is to rid the levels of disease-ridden rats by leading them into all manner of weird and wonderful traps.

86%

MICKEY AND DONALD
SEGA

Mickey and Donald join forces in this smashing jumping jaunt. Amazingly, everything about this new release is far superior than Mickey's Castle of Illusion. A definite contender for cuddly game of the year.

92%

MICK AND MACK: THE GLOBAL GLADIATORS
VIRGIN

Why not get a decent take away from McDonalds for once and buy this! A brilliant game with some really nice sprites. Check out Mick and Mack, those guys look like they've come straight off the set for Boyz in the Hood.

93%

RAINBOW ISLANDS
IMPORT

A hugely overrated game which is supposed to be the unofficial sequel to Taito's timeless Bubble Bobble. Do yourself a favour and have a good old play before you shell out any serious cash!

81%

REVENGE OF SHINOBI
SEGA

This is the original game that all good platform games have stolen elements and ideas from. Loads of different, oriental baddies and wicked ninja magic. Trust us when we say that this is one heck of a good title.

90%

ROLLING THUNDER 2
IMPORT

Spy-related platform tomfoolery. Infiltrate an enemy base and proceed to eliminate anything that stands in your way. Violence is paramount and there's no shortage of bloodletting, especially when you manage to find the sub-machine gun. It's fantastic!

90%

ROLO TO THE RESCUE
ELECTRONIC ARTS

Four cute animals, one cute game. What a fabulous number this really is! Without doubt, Rolo to the Rescue will become a classic. The only gripe seems to be that the levels are too long and there's no save facility. Ah, diddums. Some people are never happy.

92%

SONIC THE HEDGEHOG
SEGA

If you don't know how good this game is you're obviously reading a Nintendo (pah!) magazine. Sonic the Hedgehog is the ultimate platform pastime that launched Sega into the stratosphere. A legend that can't go unnoticed.

93%

SONIC THE HEDGEHOG 2
SEGA

The fastest just got faster! Those programming dudes at Sega have smoothed out all the problems that the original had and thrown in a two player option so now you have the ultimate platform game ever. Nice variation in levels and Sonic looking annoyed too!

94%

SHOOT 'EM UP GAMES

STRIDER
SEGA

Its good! its bloomin' good. Set somewhere in Russia, sometime in the future, you are a young Rusky who has decided to bring the Communist government down. Your mission starts with a handglide onto their top secret nuclear base.

89%

BATTLE SQUADRON
ELECTRONIC ARTS

Two player shoot'em-up games don't come much better than this. Loads of levels, loads of enemies and loads of collectable weapons ensure that this blast will remain in your Mega Drive for a long time to come.

85%

DARIUS 2
IMPORT

Alright, so it's not got three TV screens linked together like it's arcade brother but you can't have everything. If you reckon you're a bit of an arcade whizz then why not try and complete all 26 levels of this ultimate underwater adventure.

87%

DESERT STRIKE
ELECTRONIC ARTS

If you can only afford one Mega Drive game a year make sure your first choice is Desert Strike. Controlling an Apache helicopter, you must fulfill your mission directives and take out a maniac dictator. Don't miss it — you'll never forgive yourself.

94%

LHX
ELECTRONIC ARTS

LHX is one of the best, and only, helicopter sims around on the Mega Drive. LHX has a massive simulator slant and all the action is viewed in lovely polygons. Great value for money.

90%

STAR CONTROL
BALLISTIC

Underrated shoot'em-up cum strategy game. You can look forward to many late nights, duelling with various enemy space craft. You'll either love it or hate it. We love it!

89%

TRUXTON
SEGA

This has to be one of the most exhilarating shoot'em-ups on the Mega Drive today. It successfully combines frantic action with impressive sound effects and beautifully detailed graphics to offer unrivalled playability and a fabulous two player gaming orgy. Splendid!

88%

THUNDERFORCE IV
SEGA

Amazing graphics and some really weird programming techniques make this the fourth, and best Thunderforce to date. But we wouldn't put money on the up-and-coming sequel, because it's got very little chance of being superior to this gem!

92%

XENON 2
VIRGIN

A massive game with a massive soundtrack. All the ingredients of a good game have been squeezed into this cartridge. If it's nail biting action you want this is for you.

88%

AND SO IT GOES!

We at Mega Action constantly strive to keep you, the Mega Drive enthusiast up to date with the latest library of software available for your machine. However, would you rather see a library with the games in each genre listed in order of preference — a kind of Super League? From here you would be able to tell exactly which games are the best of their kind and which are the worst. We would like to hear your views on this point.

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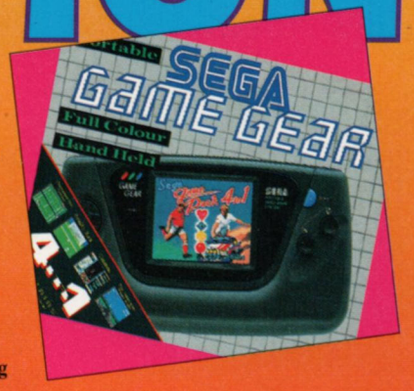

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